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GAME BOY
ADVANCE

NINTENDO POWER ADVANCE

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PREMIERE ISSUE!

Dear Daniel,

To show our appreciation for your continued support, we would like you to have this complimentary copy of Nintendo Power Advance. We hope you enjoy our new quarterly look at the most popular Game Boy Advance titles!

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SUPER MARIO ADVANCE



F-ZERO MAXIMUM VELOCITY



RAYMAN ADVANCE



TONY HAWK'S PRO SKATER 2



CASTLEVANIA: CIRCLE OF THE MOON

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ARMY MEN ADVANCE • EARTHWORM JIM • IRIDION 3D
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GAME BOY ADVANCE



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Right now you're holding the most powerful guide to hand-held gaming ever published—the first-ever issue of *Nintendo Power® Advance*. When you combine that with the source for all things Nintendo—*Nintendo Power®*, you've got fun to the second Power!

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Lady Sia

SHE LIVES FOR ADVENTURE
SHE FIGHTS TO SAVE HER KINGDOM
SHE NEEDS YOU TO WATCH HER BACK

Lady Sia, bold defender of a world overrun by a hideous race of beastmen, stands alone against the ruthless T'soas. Fighting her way across land, sea and air to free political prisoners and collect weapons, she must harness the elemental magic of flood, firestorm and lightning for a final showdown against an unforgiving foe.

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GAME BOY ADVANCE

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WELCOME!

As the launch of Game Boy Advance opens a new chapter in the history of the world's most successful line of portable game systems, the Nintendo Power staff is geared up to bring you the world's best game strategies for GBA. Four times each year, Nintendo Power Advance will deliver the winning strategies for the hottest Game Boy Advance titles, complete with maps, secrets, detailed walk-throughs and a buyer's guide. Our first issue is a testament to the quality and depth of GBA games. Every one of our five featured titles is destined to be a classic. With Nintendo Power Advance, you have one source that covers all of them with advanced gaming strategies, and it's the only source straight from the pros at Nintendo. Enjoy!

—Scott Pelland, Managing Editor

nintendo.com

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94

Drac is back from beyond in the GBA scarefest Castlevania: Circle of the Moon. Our coverage of the game offers complete maps of Dracula's haunts, vampire-slaying tips and details on how the innovative duel setup system works.



BUYER'S GUIDE

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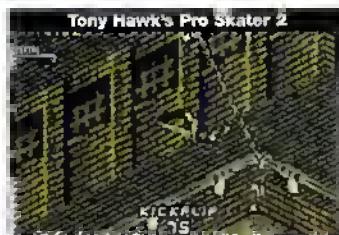
What are you looking for in a Game Boy Advance game? Take a look at our Buyer's Guide for information on features, ESRB ratings, multiplayer options and more on the first batch of Game Boy Advance releases.

INTRODUCING GAME BOY ADVANCE



**THE WORLD'S MOST POPULAR PORTABLE GAME SYSTEM
ENTERS A NEW ERA WITH TECHNOLOGICAL ADVANCES
THAT WILL INSPIRE THE DEVELOPMENT OF A LONG LINE OF
OUTSTANDING GAMES. THAT'S THE NINTENDO DIFFERENCE!**

Nintendo has earned a reputation for delivering exciting and engaging interactive entertainment to satisfied players for more than two decades. That tradition of quality continues with the introduction of Game Boy Advance, a portable system so technologically sophisticated that it offers developers nearly limitless potential to create groundbreaking games. With four times the computational might of Game Boy Color and twice that of the Super NES, Game Boy Advance is the most powerful portable system ever made. Its release signals the beginning of a new era in handheld gaming.



game play that was previously available only on a console (such as Nintendo 64) or PC. Racing games like the one we are working on look more realistic—with courses that move toward the player and characters that move and react more naturally."

GBA's 32-bit RISC processor and nearly 150 Kbytes of internal memory are behind the system's advanced capabilities. With that processing power and memory, the system

can display 32,768 colors. In bitmap mode (used to present still images) the system can display all of those colors at once. During normal game play, it can display 511 different colors at one time. GBA also has the ability to keep track of and display 128 moving objects at once.

The system can easily reproduce all Super NES graphic effects, and then some, and it has many of the technical capabilities of the N64. That easy portability from other Nintendo systems has lead to the development of updated versions of several classics, such as F-ZERO and the two Mario games that make up Super Mario Advance.

Another innovation that is immediately noticeable in Game Boy Advance is the size of the screen. Measuring nearly three inches diagonally, the Reflective TFT (Thin Film Transistor) color LCD (Liquid Crystal Display) screen is approximately 40% larger than the original Game Boy and Game Boy Color screens. Since it is wider than it is tall, the screen is proportioned much more like a TV screen.

The reflective TFT technology of GBA's LCD pro-

vides the sharpest display, fastest update and widest viewing angle of any kind of LCD screen. The update speed is important because video game animation looks smoother and more natural at a high frame rate. The wide viewing angle allows you to tilt and move the GBA unit while playing and still be able to see the screen clearly. The reflective quality of the screen requires that you have an ambient light source, such as a room light or sunlight, to brighten the screen. A backlit LCD screen would be more expensive, drain your batteries much faster and have a much smaller viewing angle.

Of course, playability is as important for a successful game as the game's sights and sounds. The horizontal orientation of the GBA system gives it the feel of a console game system controller with a Control Pad on the left side, two action buttons on the right side and two more buttons at the top. The speed of the processor also contributes to game control by allowing for the development of fast, responsive game player interaction.

Compatibility with other systems is another highlight of Game Boy Advance. You can play games developed for the original Game Boy and Game Boy Color on the Game Boy Advance system. Also, you will be able to use the Game Boy Advance system as a controller for the forthcoming Nintendo GameCube. That's a testament to the versatility of the system.



play all of those colors at once. During normal game play, it can display 511 different colors at one time. GBA also has the ability to keep track of and display 128 moving objects at once.

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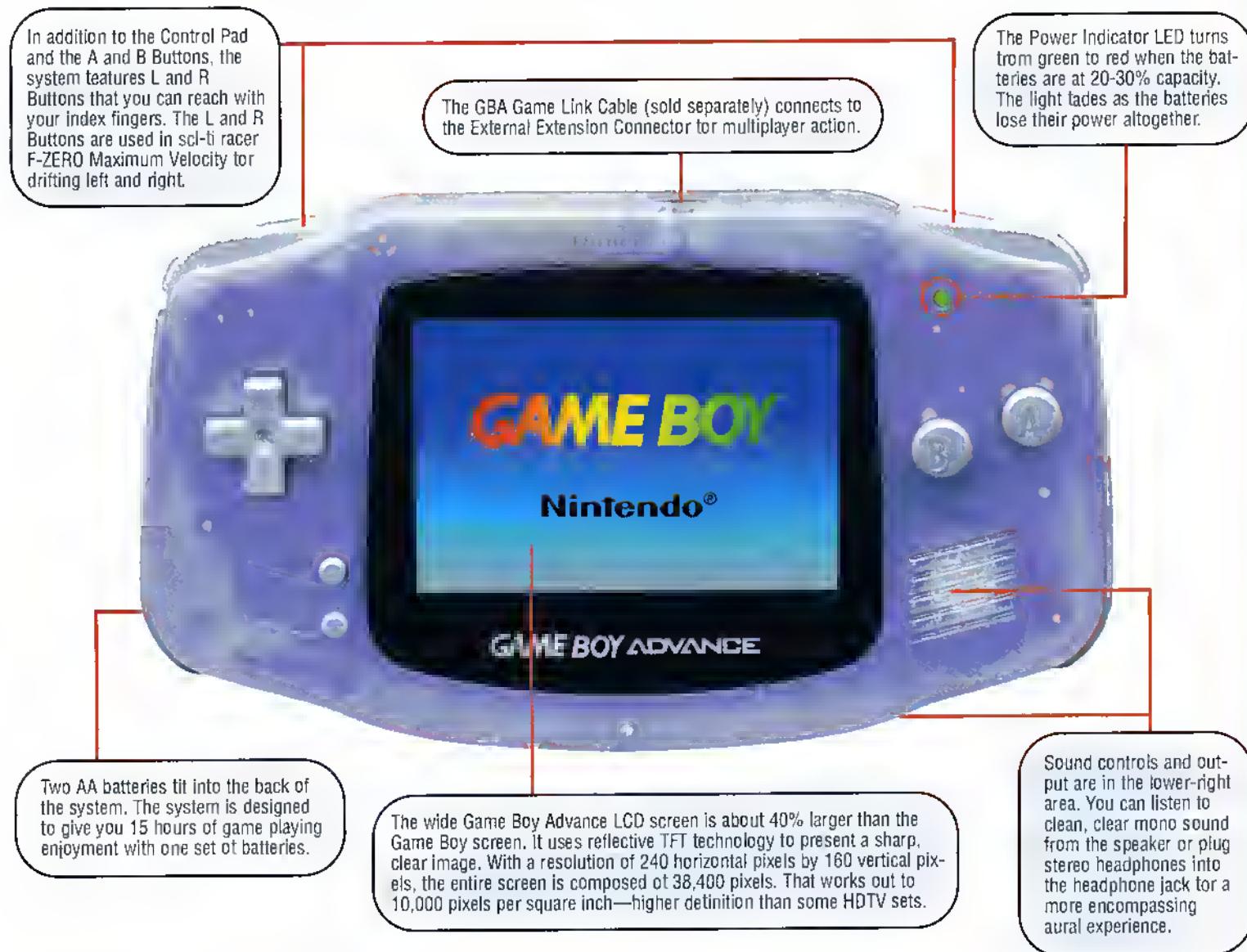
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GAME BOY ADVANCE (ACTUAL SIZE)

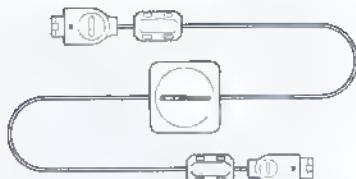
Once you have a Game Boy Advance system in your hands, you will be able to tell that many years of design experience went into the development of the system. It has a comfortable and intuitive weight and shape—like a console game controller with

a large screen in the middle—and all of the elements that contribute to a fun, fulfilling playing experience. Those elements are called out below. At system launch, Game Boy Advance is available in three colors: Arctic White, Indigo and Glacier (pictured).

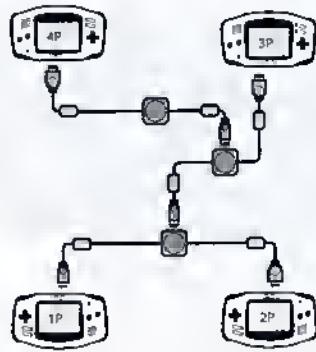


GBA ACCESSORIES

GBA GAME LINK CABLE

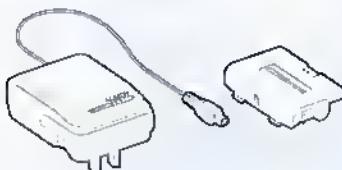


Some Game Boy Advance games offer Single-Pak multiplayer options. In playing a Single-Pak game, the end of the cable with the narrower, Indigo covering should be connected to the system with the Game Pak.



The original Game Boy and Game Boy Color use Game Link Cables that allow you to hook two systems together for multiplayer action and item trading. The Game Boy Advance Game Link Cable is built with a center piece that allows you to link more than two systems together. Using three cables, you can connect four GBAs.

AC ADAPTER SET



You can save battery power with the Game Boy Advance AC Adapter Set. It includes a module that replaces the batteries at the back of the system and a transformer that plugs into that module on one end and a wall socket on the other end.



ADVANCED CAPABILITIES



WIDE WORLD

The Game Boy Advance screen is 2.41 inches wide and 1.61 inches high. The increase in size from the original Game Boy and Game Boy Color screens is mainly in the width. The wide view helps you see the periphery in games that show the action from behind a controllable character, like F-ZERO Maximum Velocity, and it lets you see more of the playing field in horizontally oriented action games, such as Super Dodge Ball Advance. Since your natural field of view is wider than it is tall, it makes sense that the GBA screen should follow suit.



The GBA's wide screen allows you to anticipate corners more easily.



With a wide view, you can see more of horizontal playing fields like the Super Dodge Ball Advance court.

ADVENTURES IN 3-D



The characters in Tony Hawk's Pro Skater 2 flip, rotate and move with smooth 3-D animation in a way that makes them look realistic.



GT Advance Championship Racing simulates a 3-D environment using technology that goes beyond the capabilities of the Super NES.

The GBA's 32-bit RISC processor and 150 Kbytes of internal memory enable developers to create games that have more 3-D elements than any game developed for the Game Boy Color system or Super NES. Tony Hawk's Pro Skater 2 is a prime example of the system's ability to push the 3-D boundaries. The background is standard isometric 2-D, but the characters have a 3-D realism that is the result of animating 300-polygon models of the characters and using enough frames in the animation to make their movements look real. That takes a lot of memory and processing power.

SMOKE & MIRRORS

Another benefit of powerful processing is the ability to show transparency, reflection, realistic lighting and other effects that are made possible by superimposing layers. In forthcoming RPG epic Golden Sun, magic plays an important role in battles and cinematic events. Much of the magic effects are achieved by displaying several semitransparent layers on top of each other. Only a system as powerful as the Game Boy Advance can achieve such a stunning and visually satisfying effect. Look for other games in the future to take advantage of that power.



High resolution graphics that depict clear and easy-to-see scenes are a hallmark of Game Boy Advance.



Golden Sun demonstrates amazing visual effects that are made possible by the GBA's processing power.

COMPLEX COLORS

With a palette of more than 32,000 available colors and the ability to display 511 different colors at once, the Game Boy Advance system is capable of displaying rich, colorful worlds and characters. Rayman Advance and Pinobee: Wings of Adventure are two examples of how a wide selection of colors can be used to make fun game worlds that are pleasing to the eye.



One of the qualities that makes Rayman Advance stand out from other platform games is its rich, colorful graphics, made possible by the GBA's ability to display 511 colors.



Pinobee: Wings of Adventure takes place in a lush meadow that has all the colors of nature. Such graphics require the plethora of colors made available by the GBA's processor.



A LOT OF CHARACTER

The Game Boy Advance system is capable of displaying 128 moving objects at once. That capability is used to great effect in some parts of *Castlevania: Circle of the Moon*, such as when flocks of enemies attack at once. *Iridion 3D* also takes advantage of that capability by keeping track of the player's ship, obstacles, enemies and all of the shots that volley back and forth between the parties. Forthcoming title *Final Fight* also uses that power. The game features as many as eight very large, smoothly animated characters on the screen at once, each character made up of several smaller sprites.



At times, the number of enemies in *Castlevania: Circle of the Moon* can be enough to give you a fright.



Final Fight can display as many as eight large battlers at once, each comprised of several sprites.

FACE OFF FOR FUN

Games are exponentially more exciting when you can face off with your friends. In fact, multiplayer games on the handheld format may be more fun than multiplayer console games because every player has his or her own screen. Game Boy Advance allows for as many as four players at a time with the use of multiple GBA units and enough Game Link Cables to hook them together. While most multiplayer games require a Game Pak for each system, some games offer limited Single-Pak multiplayer modes that upload game levels and characters from the Pak-equipped system to its linked GBA counterparts. *Super Mario Advance* and *F-ZERO Maximum Velocity* are examples of games with Single-Pak multiplayer options. It's a great way to share games with players who don't have their own Paks.



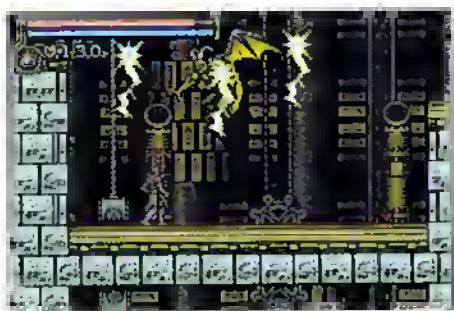
The excitement rises when multiple players participate in the action. Four players can race at once in *F-ZERO Maximum Velocity*.



GBA IS MASSIVE!



Everything about Game Boy Advance is bigger, better and more powerful than any other handheld system in history. You will be stunned by the system's ability to put so much action and fun in such a small package. Don't be deceived by the compact size of the Game Paks. Their large memory configurations allow for tons of characters, backgrounds, sounds and special effects. Some games have already reached the eight-megabyte level. That's the size of some N64 Game Paks. Since Game Boy Advance pushes every byte to its limits, that is one case where bigger is definitely better.



Castlevania: Circle of the Moon is an eight-megabyte game. That rivals the size of some Nintendo 64 titles.



SUPER MARIO ADVANCE

Enter the mad, mad, mad, mad dream world of Super Mario Advance as you guide Mario, Luigi, Peach and Toad through 22 unique levels in a quest to stop the evil Wart. Nintendo's Super Mario Advance also contains an updated version of the original Mario Bros.—so grab a Game Link Cable and a buddy for frantic multiplayer action.

GENRE: PLATFORM

PLAYERS: 1 TO 4

RELEASE: JUNE 2001

WEBSITE: GAMEBOY.COM/SUPERMARIOADVANCE



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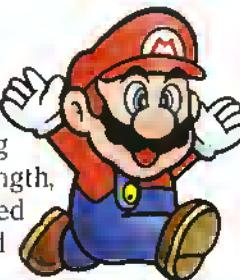
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CHOOSE YOUR HERO

You have a choice of four characters in Super Mario Bros. 2, each with distinct strengths and weaknesses. You select characters at the start of a level and when you lose, so if you have trouble with an area, try using a different player.

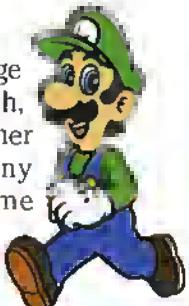
MARIO

Mario is the most well-rounded of the bunch, possessing above-average Strength, Jumping and Speed ratings. He is a good choice for beginners.



LUIGI

Luigi has only average Speed and Strength, but he can jump higher and farther than any other character. Some items are reachable only with Luigi.



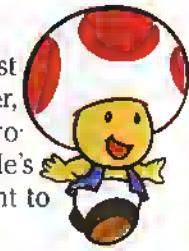
PEACH

She's the weakest of the bunch, and her other stats aren't eye-popping either, but the pink-clad princess can float in the air for a short period of time.



TOAD

Toad is the strongest and fastest character, but he jumps like a broken pogo stick. He's your man if you want to collect lots of coins.



LEARN THE ROPES

JUMP FOR JOY



The basic jump is performed by pressing the A Button. You'll leap a little higher if you hold the button down.

SUPER JUMP FOR JOY



Do a Super Jump by holding Down on the Control Pad until your player flashes then pressing the A Button. Super Jumps propel you higher than normal jumps.

LIFT AND THROW



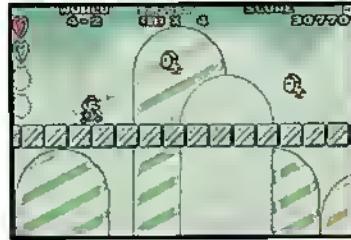
Pick up enemies and items by jumping onto them and pressing the B Button. Once you've picked something up, throw it by pressing the B Button again.

DIG YOUR OWN HOLE



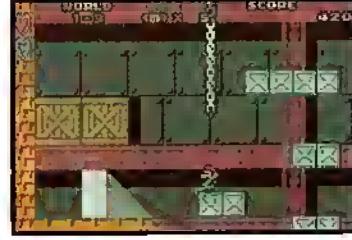
You can dig through soft sand by pressing the B Button. Digging speed is determined by a character's Strength rating.

DUCK AND RUN



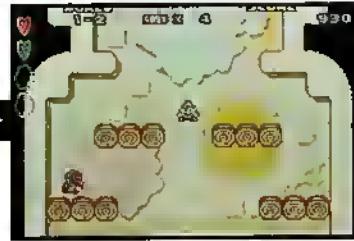
Ducking is a useful trick for avoiding airborne enemies and projectiles. Simply press Down to duck, but don't perform a Super Jump by accident.

CLIMBING UP THE WALLS



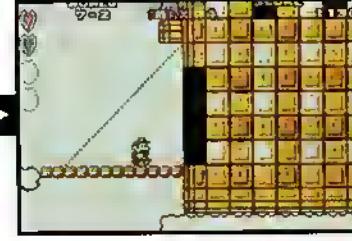
Vines and chains are just two of the climbable items you'll find. To pull yourself upward, stand at the base of the item and press Up on the Control Pad.

THE JAR IS A DOOR



Large red and white jars are scattered throughout the worlds. To enter a jar, stand on top of it and press Down. Some jars are used only in Subspace.

DOORS AND ENTRYWAYS



Stay on the lookout for red lockerlike doors and various other apertures. To make use of a door, stand in front of it and press Up.

THE RUNNING JUMP



You can fly through the air with a running jump by holding down the B Button to run and pressing the A Button to jump. You don't need much of a head start to pull one off.

SNEAKING INTO SUBSPACE



Red potions create a door to Subspace when thrown. Once in Subspace, you can pick up Subspace Mushrooms for extra hearts and gather coins for a Slot Machine spin at the level's end. Falling off a cliff in Subspace will cost you a life.

ITEMS & COLLECTIBLES

You'll encounter a number of surprises in your trek through Super Mario Bros. 2, and we've listed the most important ones below. You'll find most of them by pulling up clumps of grass.



GROWTH HEART

Your character starts with one heart in his or her Life Meter, so give yourself a fighting chance—and a growth spurt—by collecting Growth Hearts. You'll get them by uprooting grass or defeating enemies.



KEY

You must unlock certain doors before you can use them. A locked door always has a key nearby, but you can bet it's guarded by a gang of angry Phantoms. You can also throw keys at enemies.



SPROUT

Though unripe, the tiny Sprout still makes an effective weapon. To use one, pull it out of the ground and toss it at a nearby enemy.



VEGETABLE

Don't eat your Vegetables—throw them at baddies instead! They work like Sprouts but take longer to uproot because of their increased weight.



1-UP MUSHROOM

As its name suggests, the 1-Up Mushroom grants your player an extra life. You'll often find them hiding far off the beaten path.



POW BLOCK

POW Blocks come in two sizes. Small ones take out all ground-based on-screen enemies, and large ones will bounce across many screens.



MUSHROOM BLOCK

Useful as a weapon or a stepping stone, Mushroom Blocks are a hero's best friend. Unlike most items, they don't need uprooting.



BOMB

Use bombs to break certain walls and to attack enemies. Throw them once they start blinking, or they will blow you to kingdom come.



SHELL

Shells are some of the best items around. When thrown, a shell will slide along the ground and eliminate any enemy it touches.



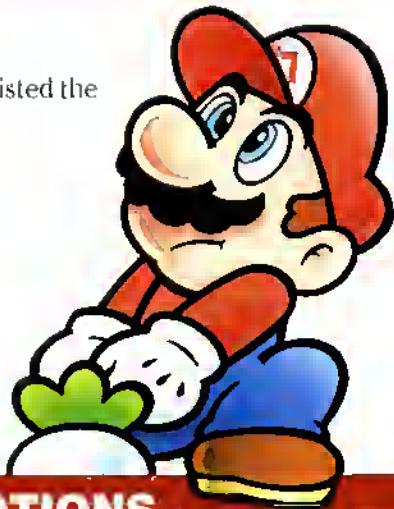
SUBSPACE MUSHROOM

To give your Life Meter an extra heart, pick up a Subspace Mushroom. They are found only in Subspace, and there are sometimes as many as three per level.



ACE COINS

You'll find five Ace Coins in each level, and collecting all five grants you an extra life. They are often hidden high in the air, and you'll need Luigi to reach a few that are otherwise out of reach.



POTIONS

When you find a potion, throw it to create a door to Subspace, where you can collect both coins and Subspace Mushrooms. You'll find coins by uprooting grass, so toss potions where it's growing. The Subspace Mushrooms are often located close to where you found the potion, but sometimes you'll have to try tossing it in different places throughout the level.



SPIN THE SLOTS

Each coin gives you a spin on the Slot Machine at the end of a level, and successful spins grant you extra lives. Cherries result in the biggest bonus.



WATCH YOUR BACK

Uproot five Vegetables in a row for a Stopwatch. The Stopwatch freezes time, allowing you to take out baddies or speed unobstructed through the level.



STAR POWER

Collecting five cherries will cause a friend named Starman to float upward. If you touch Starman, you become invincible for a short period of time.



ENEMIES & OTHER TROUBLEMAKERS

A trip to the Dream World is more like a nightmare. You'll encounter unpleasant baddies in all shapes and sizes with only

one goal in mind—to stop your progress cold. Study the list below to learn their favorite attacks and weaknesses.



SHY GUY

The ubiquitous Shy Guy is a pushover. Red ones walk in straight lines until stopped, but blue ones pace to and fro in one location.



SNIFIT

Though it looks like a gray Shy Guy, the Snifit will surprise unwary travelers with a barrage of bullets. Wait for it to fire before attacking.



NINJI

Up and down, up and down—Ninji doesn't do much except jump, but the jumping makes it tough to sneak by them unscathed.



BEEZO

Beezos fly in straight lines and are lightning-quick. You can jump on one and ride it, but you must keep moving or you'll fall right off.



TWEETER

Tweeters often attack in groups, bouncing along the ground until they locate prey. Watch out for a large leap when they get close.



PHANTO

Guardians of the key, Phantos will chase anyone who steals their treasure. If one is hot on your tail, drop the key to make it skedaddle.



TROUTER

Trouters spring up and down in water. You can use them as stepping stones, but don't ride them too long or you'll be sunk.



PORCUPO

Porcupo is covered in sharp quills that cause damage if touched. You must attack Porcupo with an item or just avoid the prickly pests.



BOB-OMB

Bob-Ombs like to roam the worlds, but they also hide in patches of grass. If you pull one up, toss it quickly before it explodes.



ALBATOSS

You can ride an Albatoss just like a Beezo, except no movement is necessary to remain on Albatoss's back.



PIDGIT

Pidgit attacks from the safety of a flying carpet. Once it swoops down, leap on and throw Pidgit aside. The carpet is then yours to use.



COBRAT

Cobras hide in dark places then leap out and attack. Watch for their beady eyes peering out from jars and quicksand.



PANSER

Panser's multiple fireballs are a pain. Grab a Sprout or enemy and use it to take out the flaming flora from a distance.



OSTRO

Speedy Ostro is a double threat, as you must take out both the Shyguy rider and Ostro itself. Pick up the Shyguy and use it to attack Ostro.



POKEY

Cactuslike Pokey has four round segments. Don't pick the segments up singly, just throw an item at the bottom one for a quick victory.



AUTOBOMB

Autobomb is a wheeled cart with a Shyguy driver. Leap onboard and toss the Shyguy, then use the cart to ride over dangerous terrain.



FLURRY

Like a winter chill, Flurries can ruin the best of adventures. Lure them to a platform's edge, then jump over them and watch them slide off.

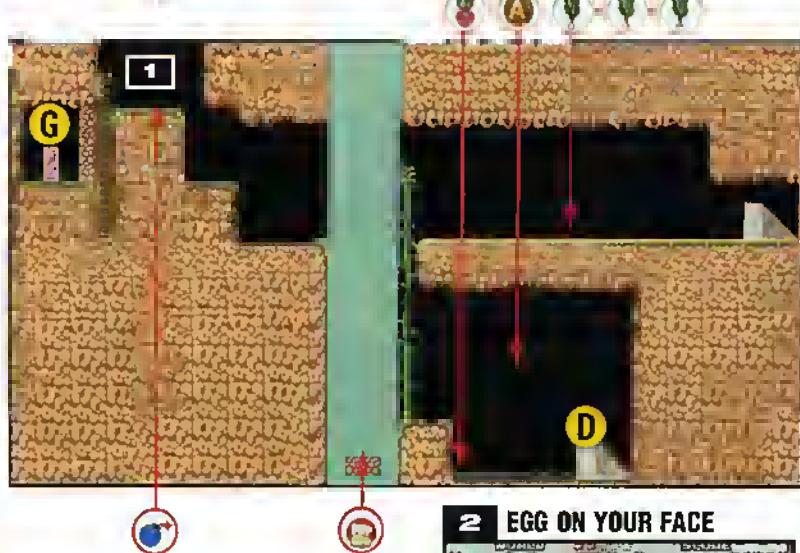
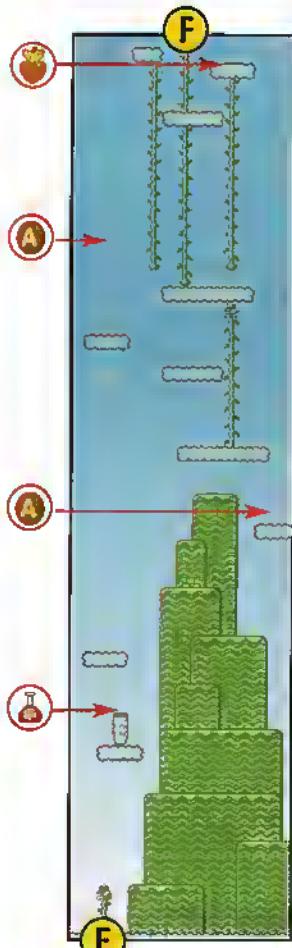
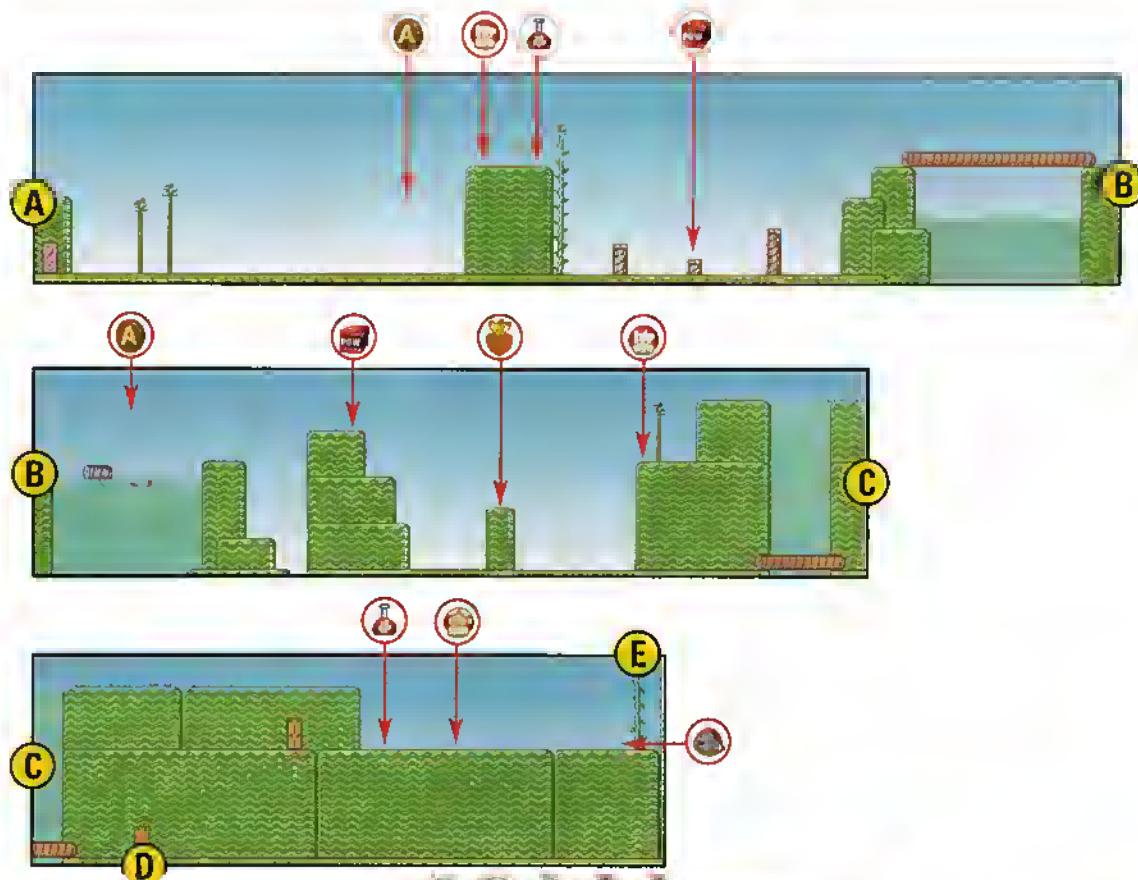
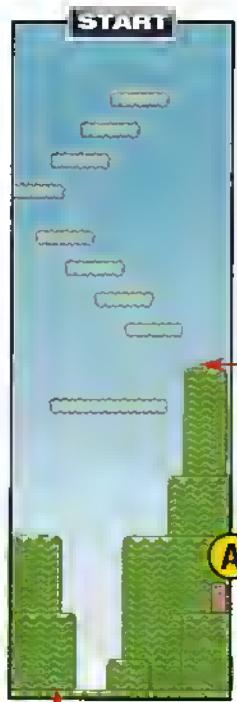


SPARK

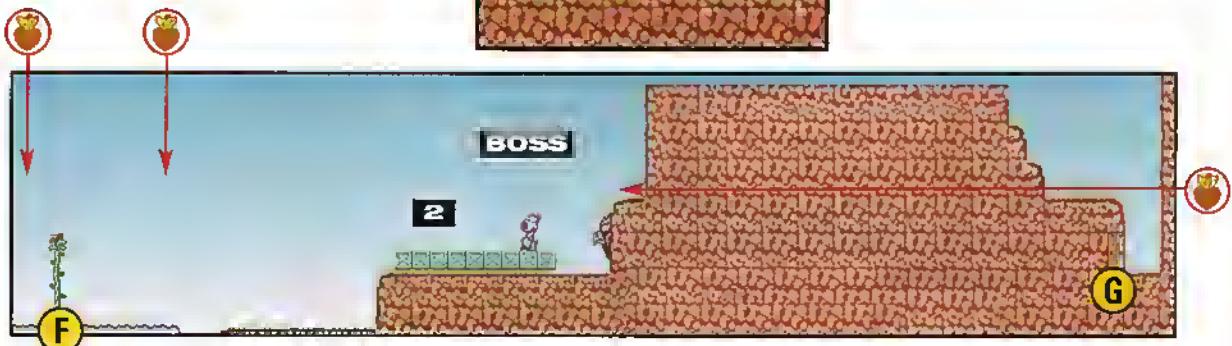
Don't touch Spark, or you'll get a shocking surprise. Attack the electrified enemy with an item to avoid losing hearts.



WORLD 1-1

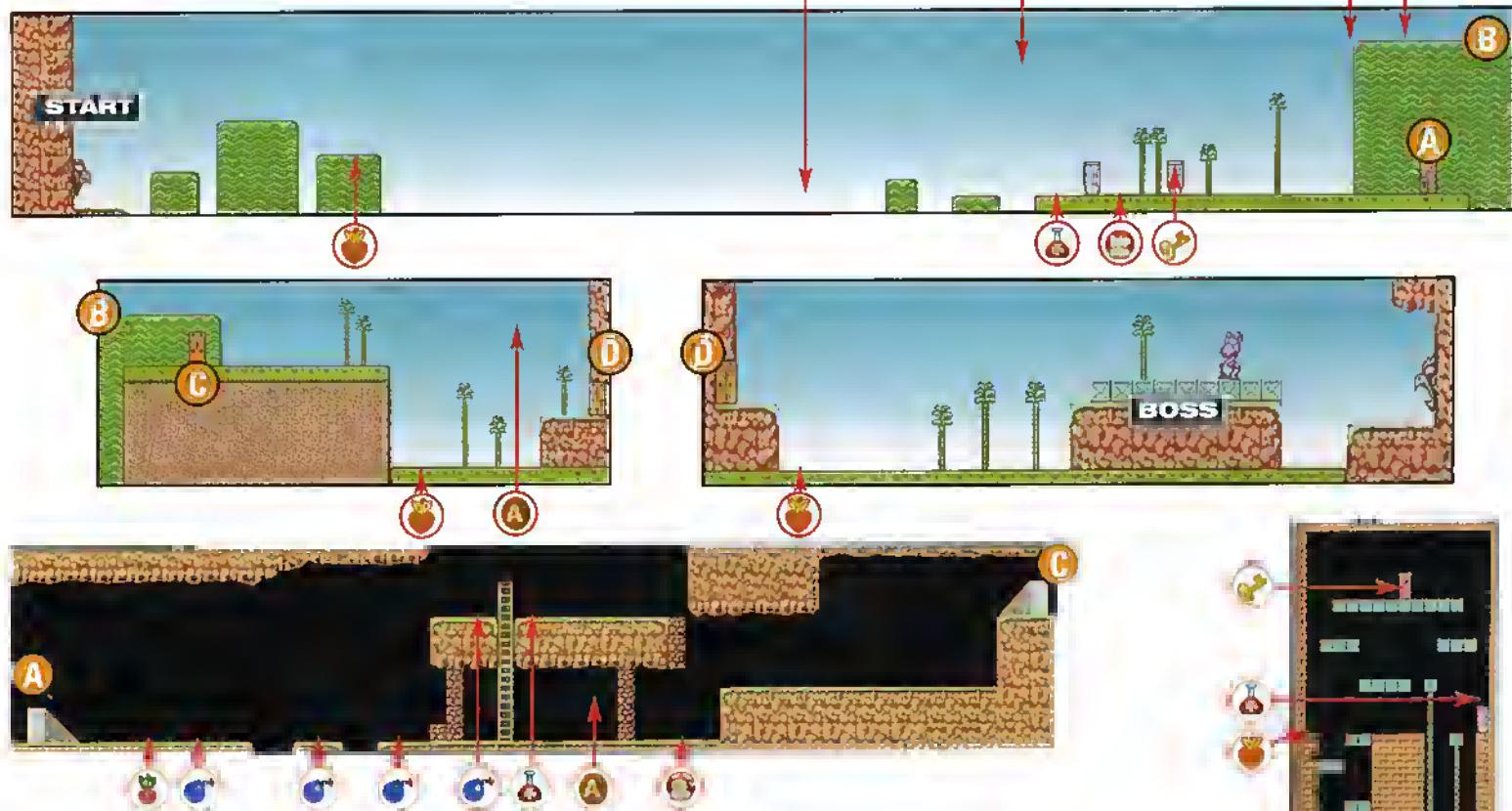


1 BOMBS AWAY
Any character but Toad can leap across the waterfall in World 1-1. Once on the other side, uproot bombs and use them to break the cracked wall. The doorway beyond is a shortcut to the level's end.

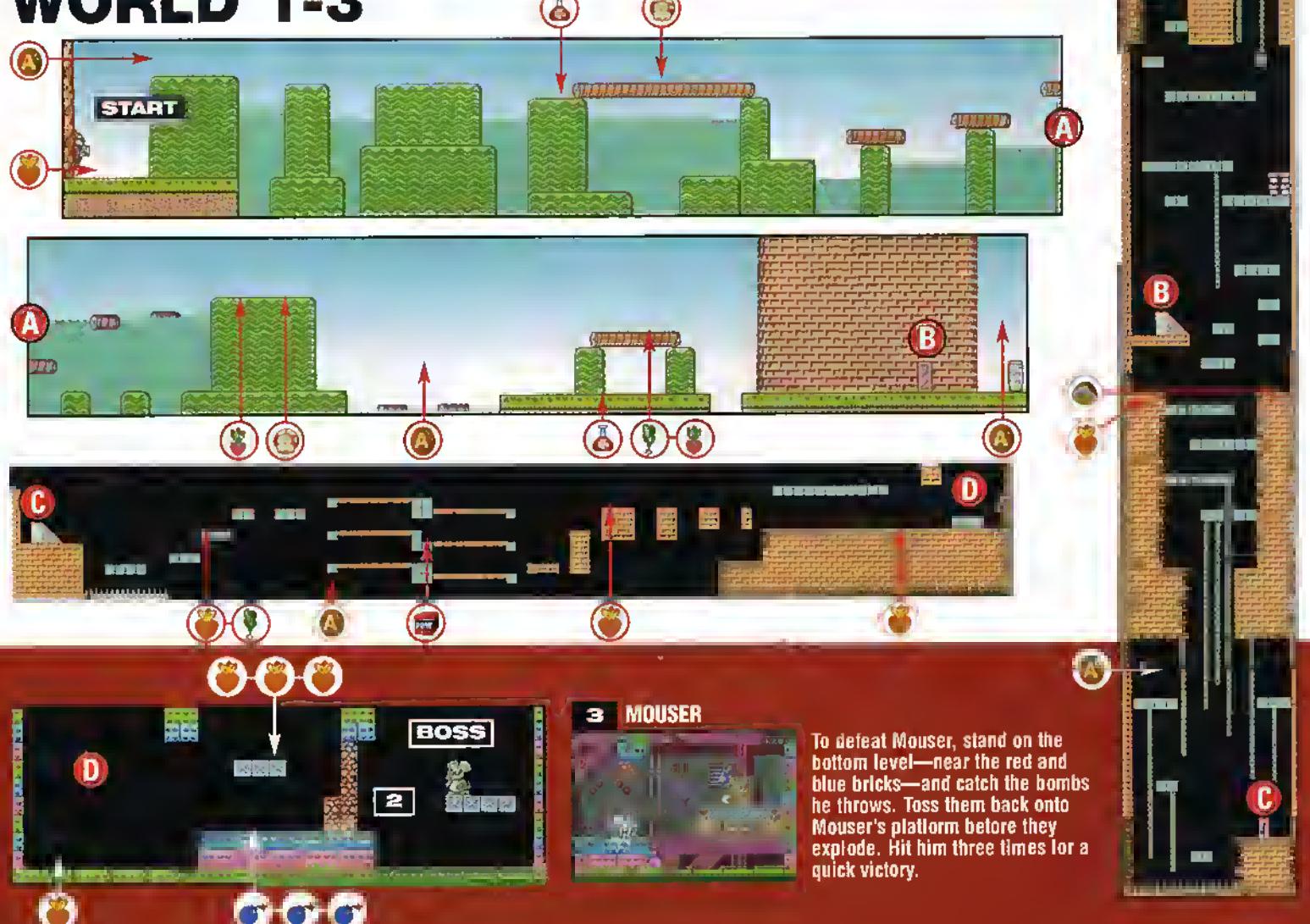


2 EGG ON YOUR FACE
The boss of World 1-1 is an egg-launching fiend named Birdo. Wait for her to fire an egg, then jump on top of it as it flies through the air. Pick up the egg as you ride it, then throw it back at Birdo. Mario and Toad stand the best chances of defeating her.

WORLD 1-2

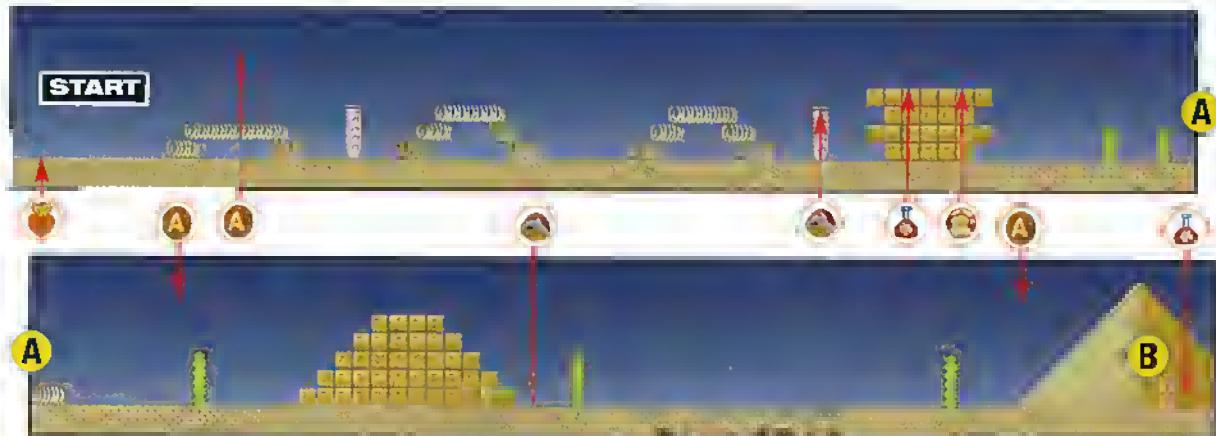


WORLD 1-3



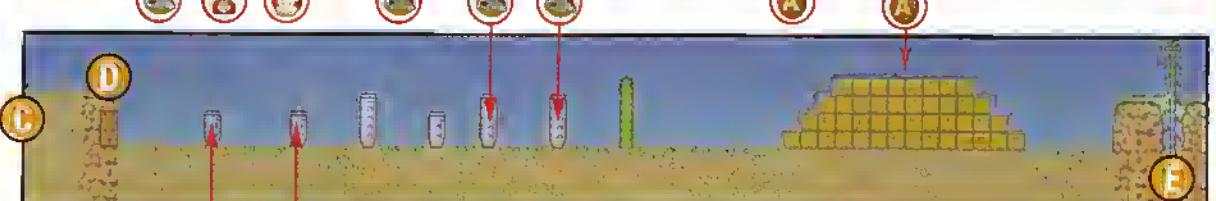
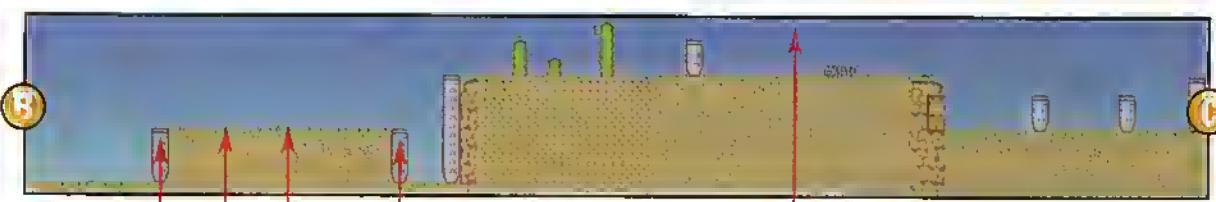
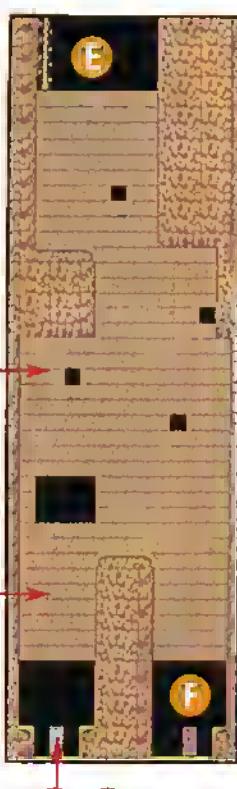
To defeat Mouser, stand on the bottom level—near the red and blue bricks—and catch the bombs he throws. Toss them back onto Mouser's platform before they explode. Hit him three times for a quick victory.

WORLD 2-1



You'll battle Birdo again in World 2-1. Use the same strategy from World 1-1, but don't ride the egg too far or you'll fly off a cliff. You'll do a lot of digging in World 2, so Toad is your best bet.

WORLD 2-2



Birdo is back with new tricks. She fires faster and also launches the occasional tire-ball interspersed with her eggs. Use a Mushroom Block for the first strike, then finish her off with blocks or eggs.

5 IT'S A SECRET TO EVERYONE



Enter the door marked D on the World 2-2 map. Use uprooted bombs to break the western wall, then head west to find a potion—there's a Subspace Mushroom and some coins waiting for you.

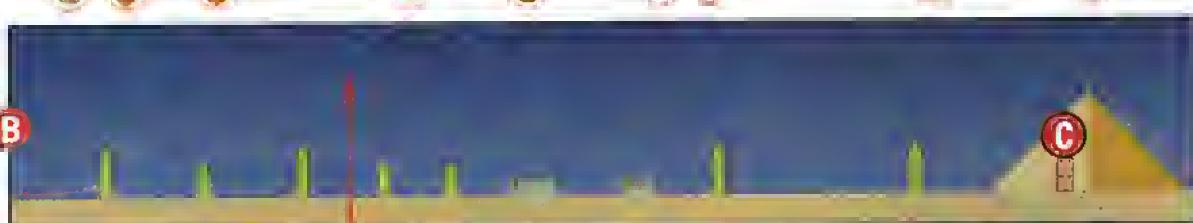
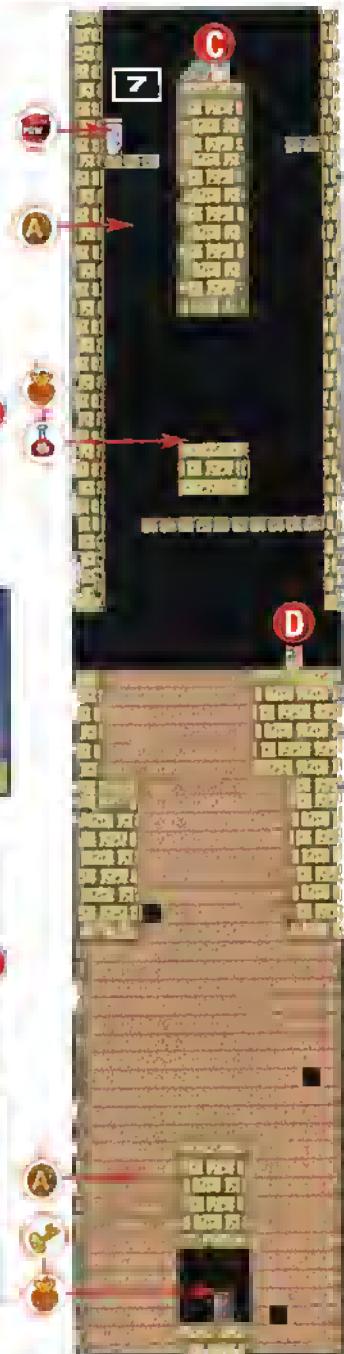


WORLD 2-3



7 POW GO THE SHYGUYS

Enter door C, go down the nearby jar and grab a POW Block. Exit the jar, then drop to a long platform below. A number of Shygus will follow you, so use the POW Block on them for massive points and an extra life or two.



B ANOTHER BLOCK IN THE WALL



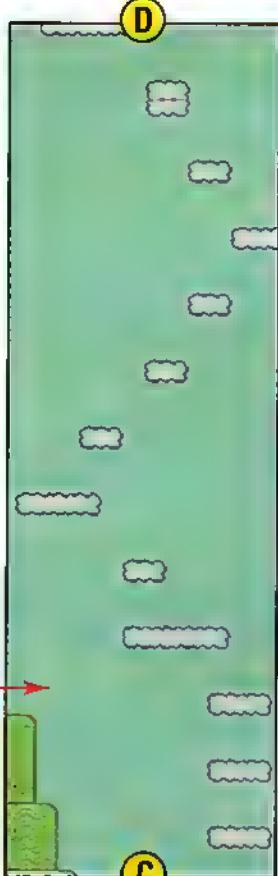
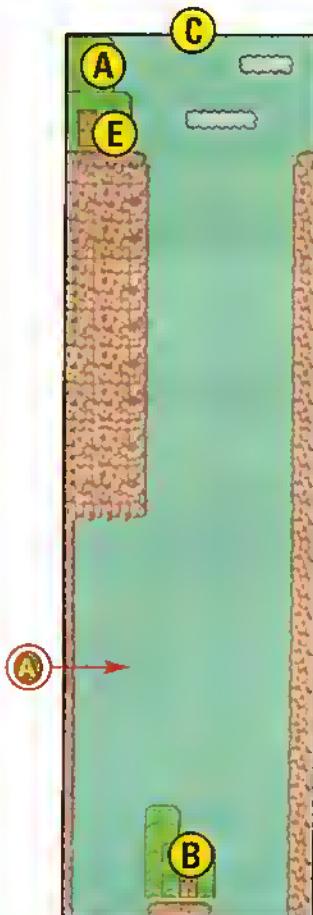
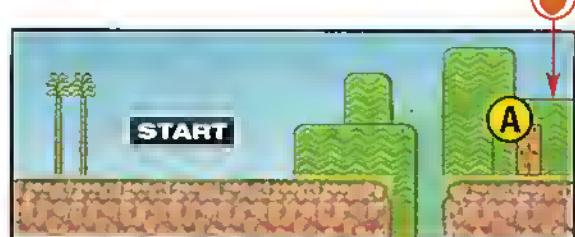
THREE OF A KIND

Triclyde, the boss of World 2-3, is a gigantic three-headed snake. As if that weren't bad enough, he also launches a nonstop barrage of fireballs at you. You'll need equal portions of smarts and courage to finish off the slithering serpent.



Place Mushroom Blocks in between the two green platforms to build a wall that blocks Triclyde's fireballs. Once you have a barrier, pick up the remaining blocks and stand at the east edge of the top platform—where Triclyde can't reach you. Jump up and toss three blocks at Triclyde to defeat him.

WORLD 3-1



The door below the waterfall leads to grass, potions and a jar that warps you to World 5 if used in Subspace. You can't get all the coins in one try, so leave through the red door and return as needed before moving on.



You'll need to steal Pidgit's flying carpet once you reach the top of the clouds. When you have the carpet, fly up the middle of the screen and grab onto a vine. Pidgit will return if you don't make it the first time.



11 TAKE THE SHORT WAY HOME



Once you climb the vine, head left. If you use Luigi or Peach, you'll be able to jump across the gap and find a shortcut to the boss. The secret route is also the only way to find the fifth and final Ace Coin in the level.

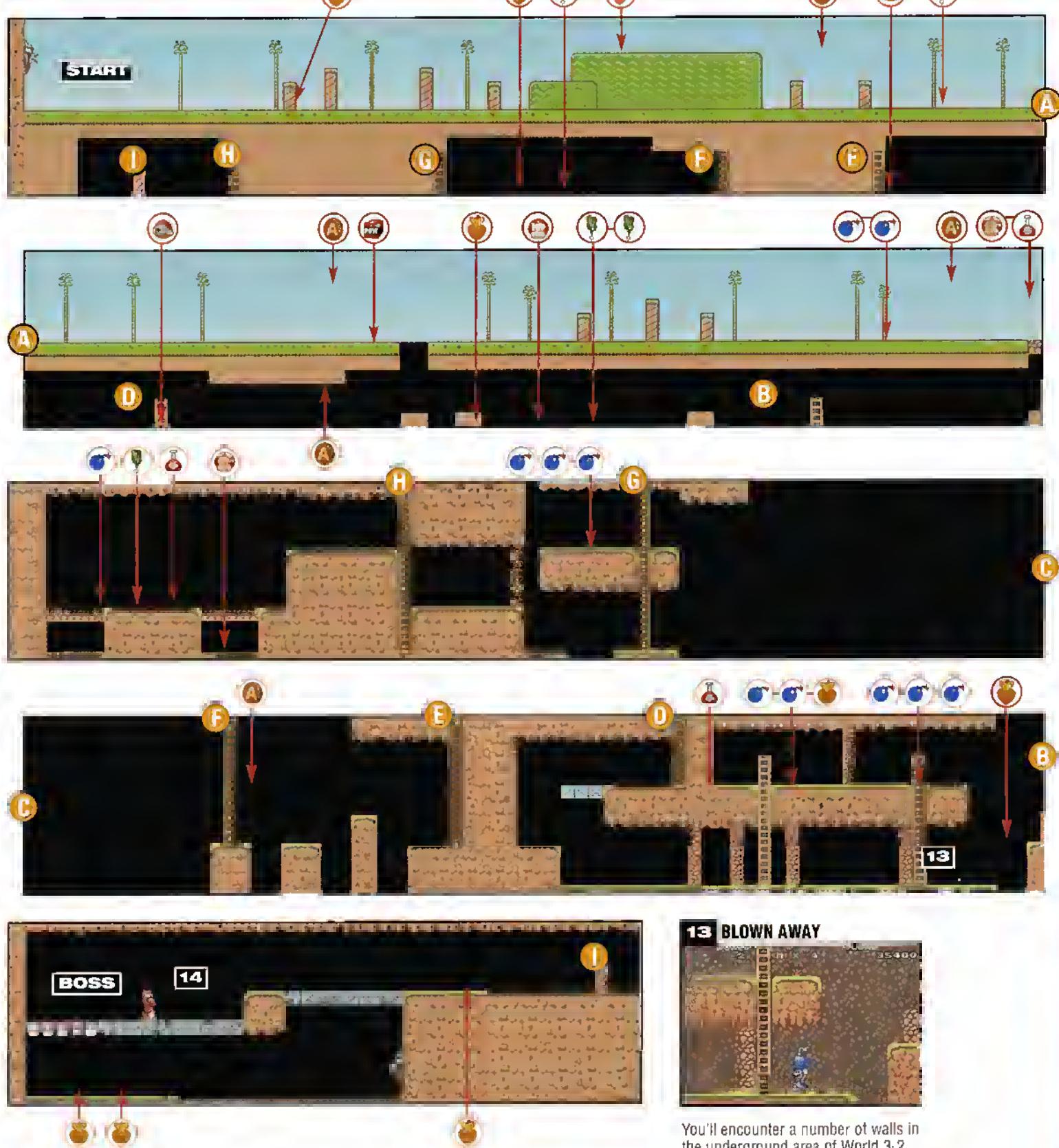
12 THE RED BIRDO HAPPINESS



Defeat Birdo with the same strategy you used against her sisters, but watch out for both fireballs and the large gap behind you. If you have trouble seeing the areas above or below you, press the L and R Buttons to shift the screen up and down.



WORLD 3-2



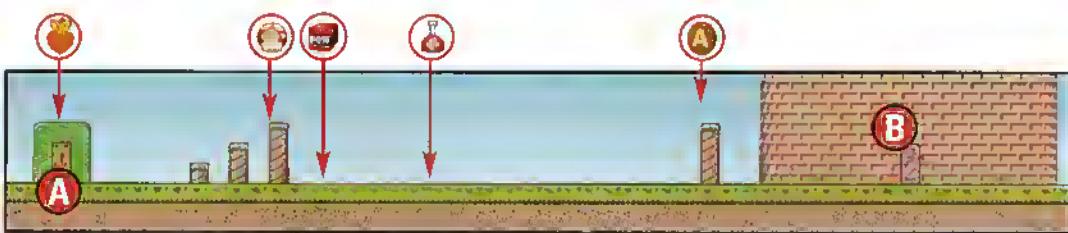
14 BIRDO WAS HER NAME-D

If you remove a Mushroom Block from Birdo's platform, you'll fall to the ground below. Use the block as a stepping stone to reach Birdo, then use the other Mushroom Blocks as weapons. Alternately, you can stick with tradition and just pelt Birdo with her own eggs.



You'll encounter a number of walls in the underground area of World 3-2. Bombs are in short supply, so use a bomb from the top level to break the first wall on the bottom, then use the three bottom bombs to break the remaining lower walls.

WORLD 3-3



15 99 EXTRA LIVES ON THE WALL

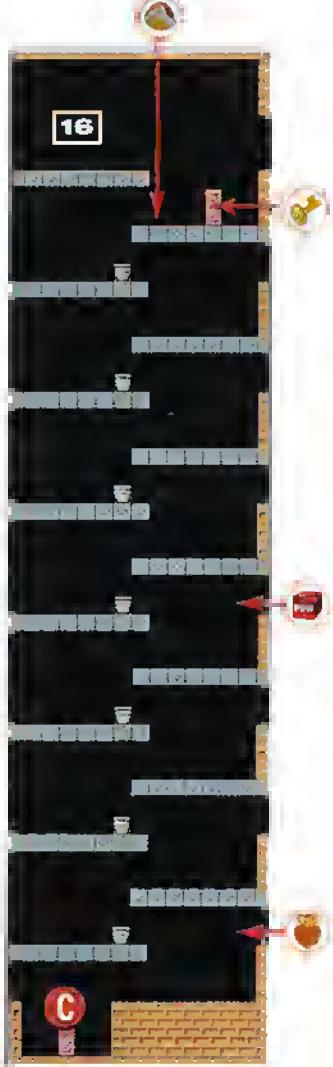


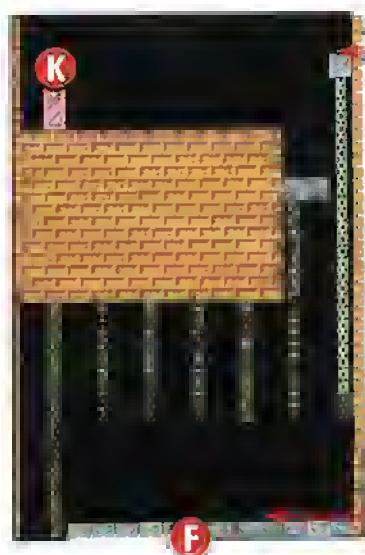
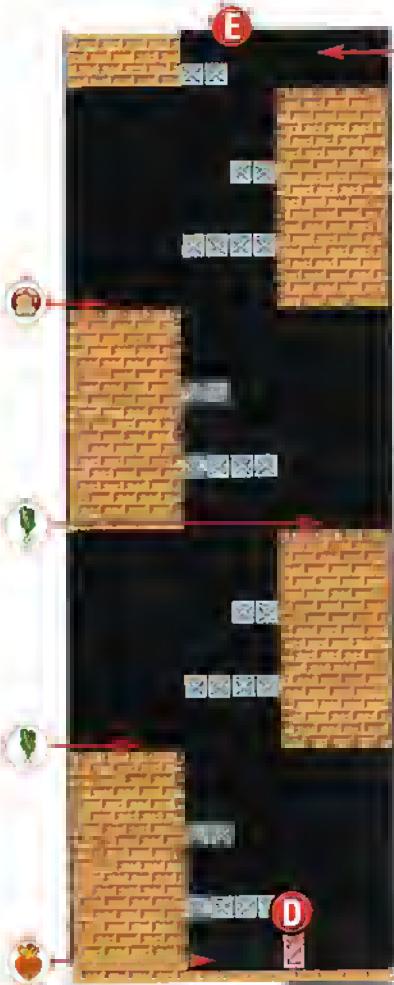
Enter Door C and go to the top of the platforms, then pluck the grass for a Shell. Carry the Shell down and toss it next to Door C. The Shell will bounce to and fro, taking out all the Shy Guys that fall into the pit. Soon you'll start earning extra lives. Stand in a safe place and watch the action for up to 99 extra lives!

16 THE KEY STRATEGY

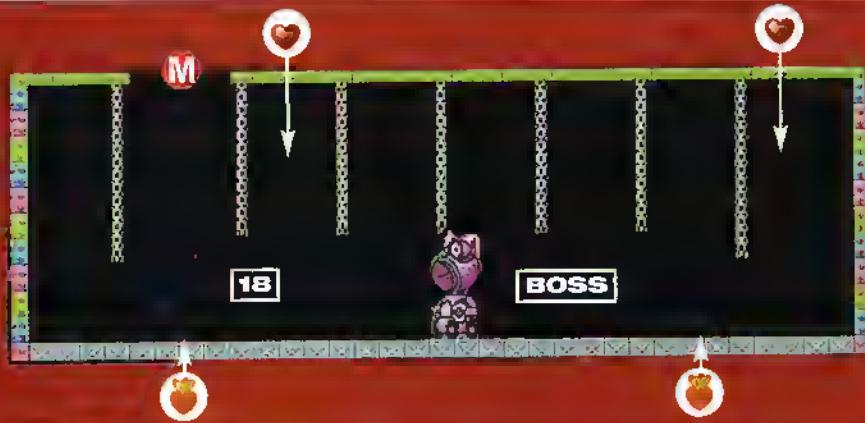
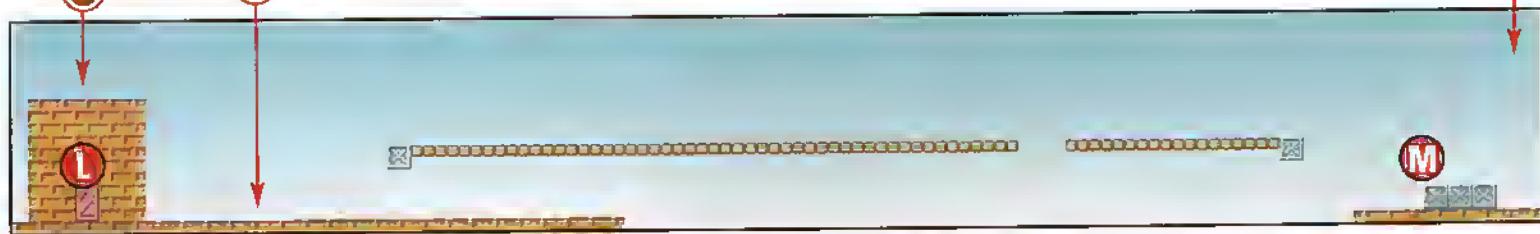


You must work fast to get the key and avoid taking damage. Drop the key when necessary, and keep an eye out for marauding Ninja. Be careful: If you drop the key and move off-screen, you'll have to track it down all over again.





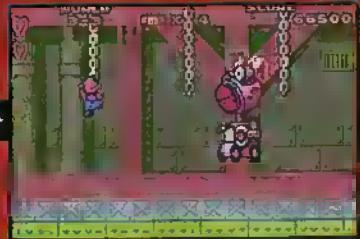
For a handy shortcut, grab a nearby Ninji and carry it to the base of the ledge shown on the map to the left. Drop the Ninji against the wall, then stand on it and Power Jump up to the next level.



RUSTY ROBIRDO

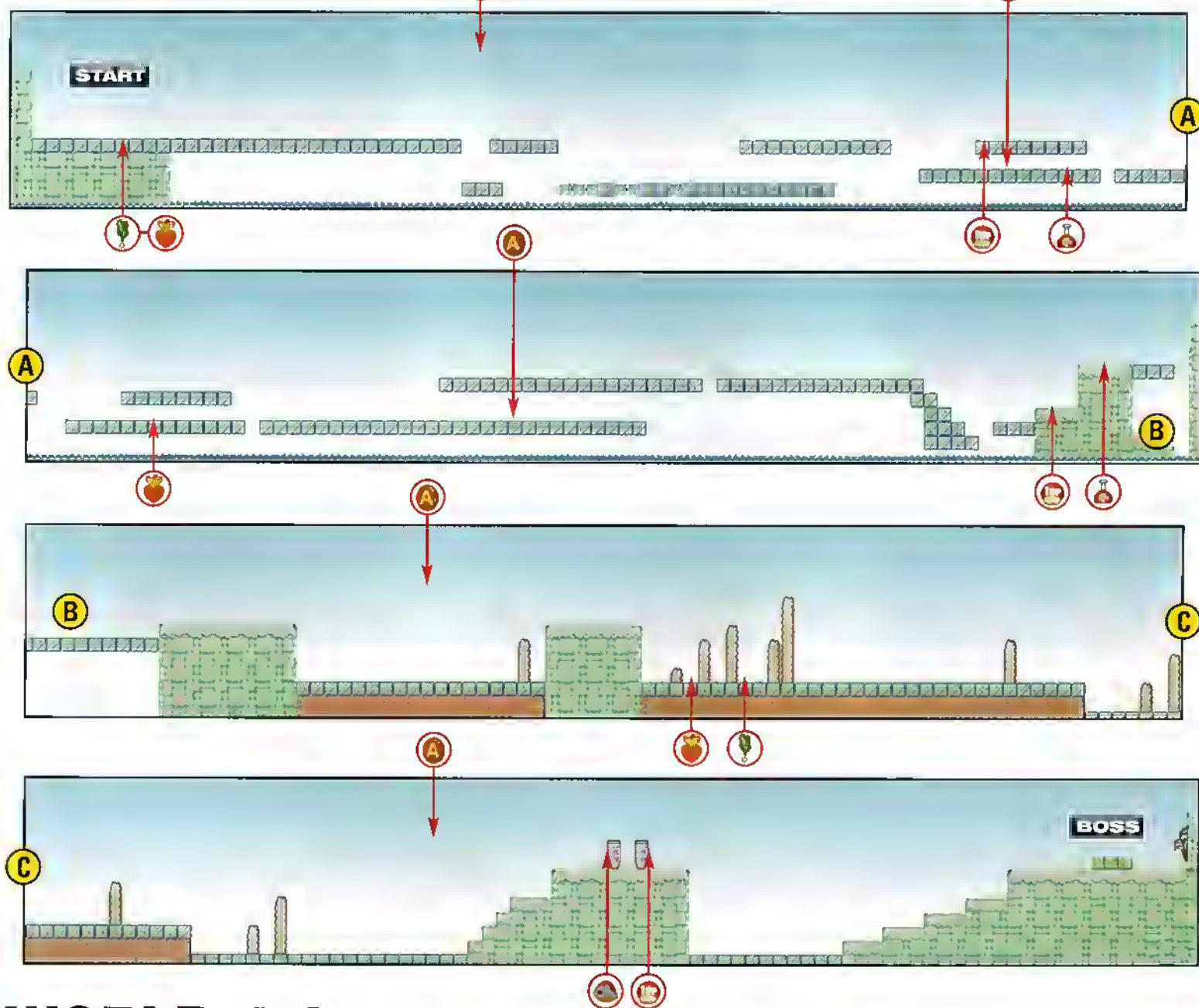
Gears and gizmos combine to form Robirdo, a garran-tuan, mechanized version of your old nemesis. Robirdo attacks with a ground pound and a mad charge as well as eggs, so you'll spend a lot of time hanging from the ceiling. Use either Toad or Mario for a quick victory.

18 JOIN THE CHAIN GANG

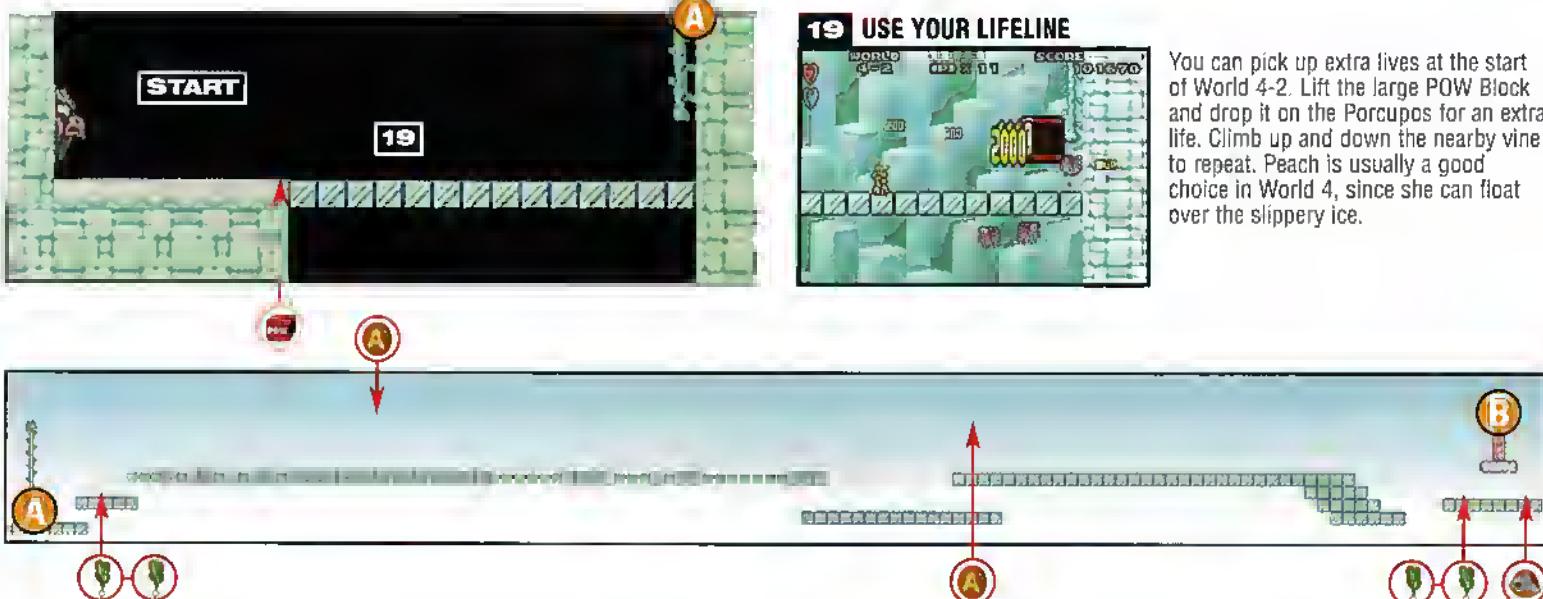


When you enter Robirdo's lair, climb up the long chain at the west end of the room. Robirdo will jump and smash the ground, but if you're in the air you won't take damage. Once it jumps and charges, drop to the ground and wait for it to fire an egg, then toss the egg at Robirdo. You'll have to hit it with five eggs to advance.

WORLD 4-1



WORLD 4-2



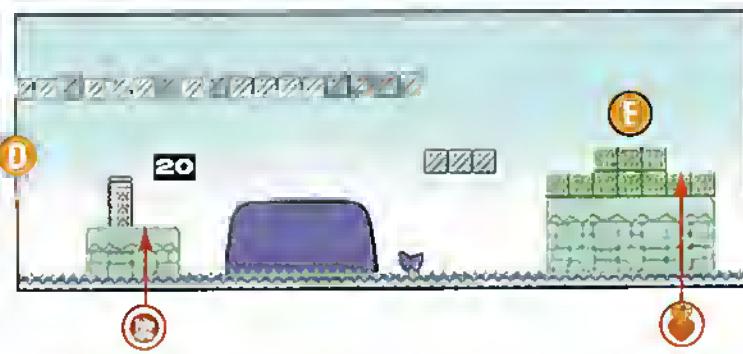
You can pick up extra lives at the start of World 4-2. Lift the large POW Block and drop it on the Porcupos for an extra life. Climb up and down the nearby vine to repeat. Peach is usually a good choice in World 4, since she can float over the slippery ice.



20 THE WORLD 6 WARP



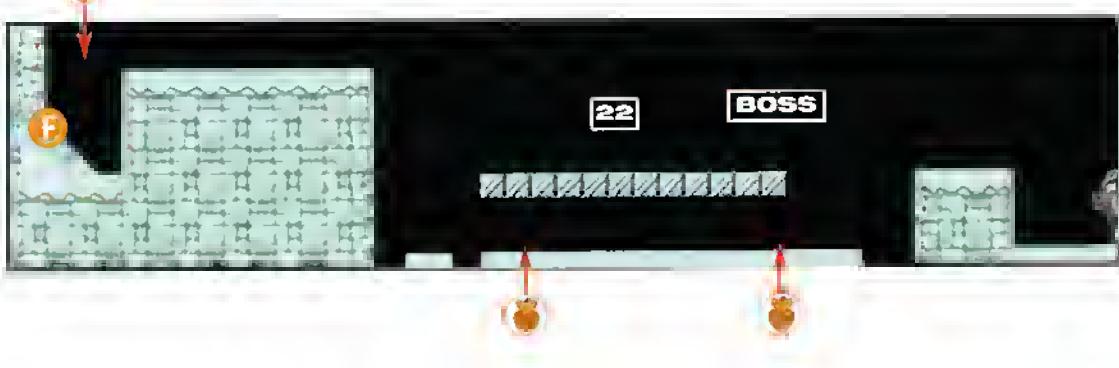
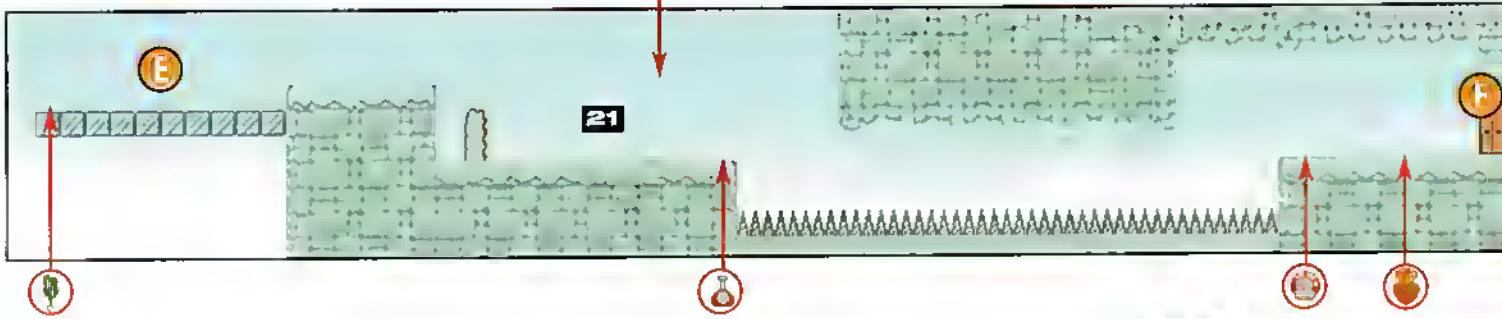
An odd-shaped jar holds a wonderful secret in World 4-2. If you enter the jar while in Subspace, you'll be warped to World 6. You must carry a potion over dangerous terrain, but it's well worth it.



21 FOLLOW THAT AUTOBOMB



Even Peach can't float over the long row of pointy spikes at the end of 4-2. Jump onto Autobomb, toss the Shyguy rider overboard, and drive over the spikes in style with your new ride.



22 PUT BIRDO ON ICE



Birdo is back, but the battle is on a slick surface. Jump straight in the air when her eggs approach, and don't run at Birdo. Wait for her to come to you before throwing an egg, or you'll slide into her and take damage.

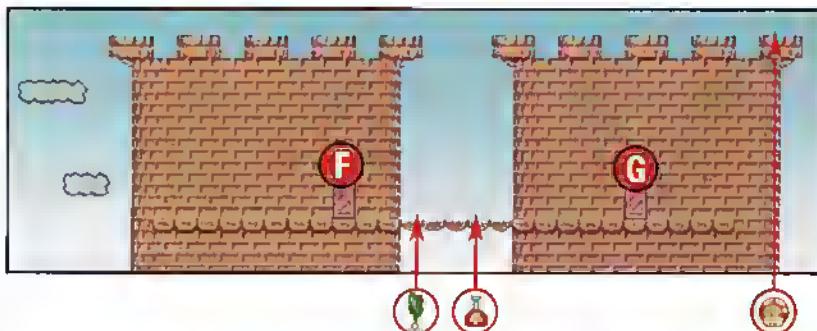
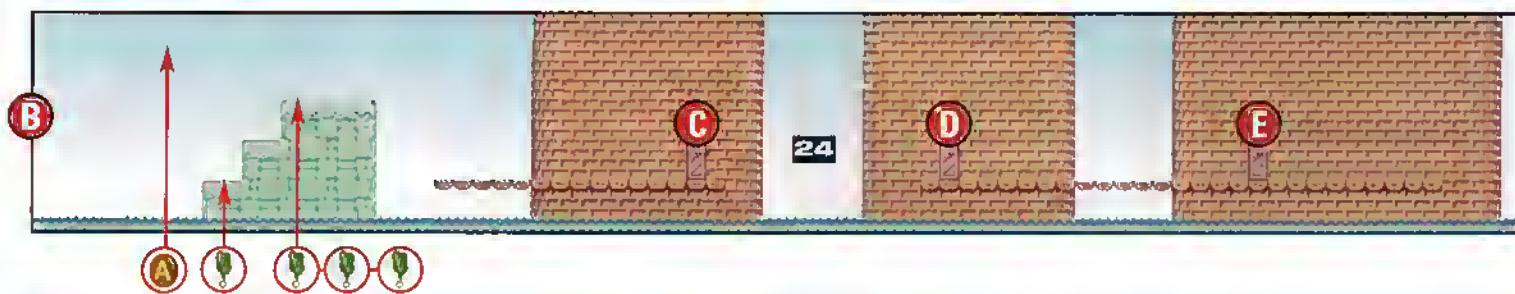
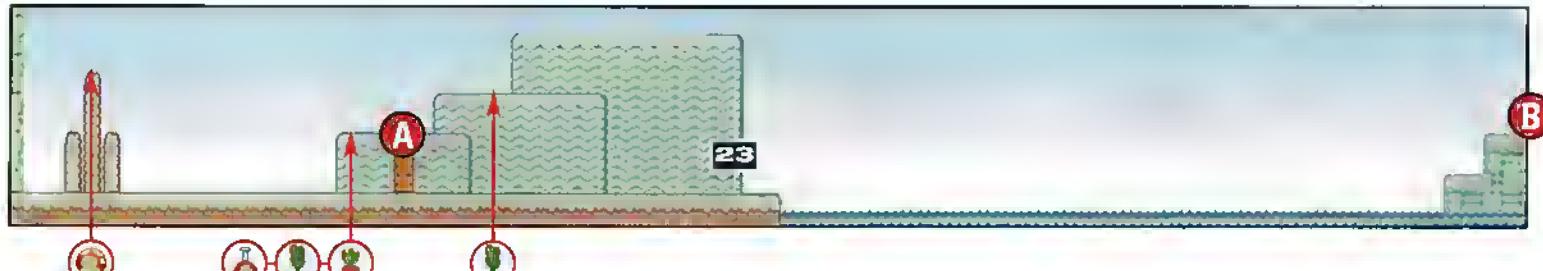
WORLD 4-3



23 THANK YOU FOR FLYING SOFT-BOILED AIRLINES



It seems like World 4-3 is a dead end, and to make matters worse, Birdo has followed you—but you can use her tenacity to your advantage. Walk to the east side of the screen and wait for her to fire an egg. When she does, hop on and ride it to the far shore.

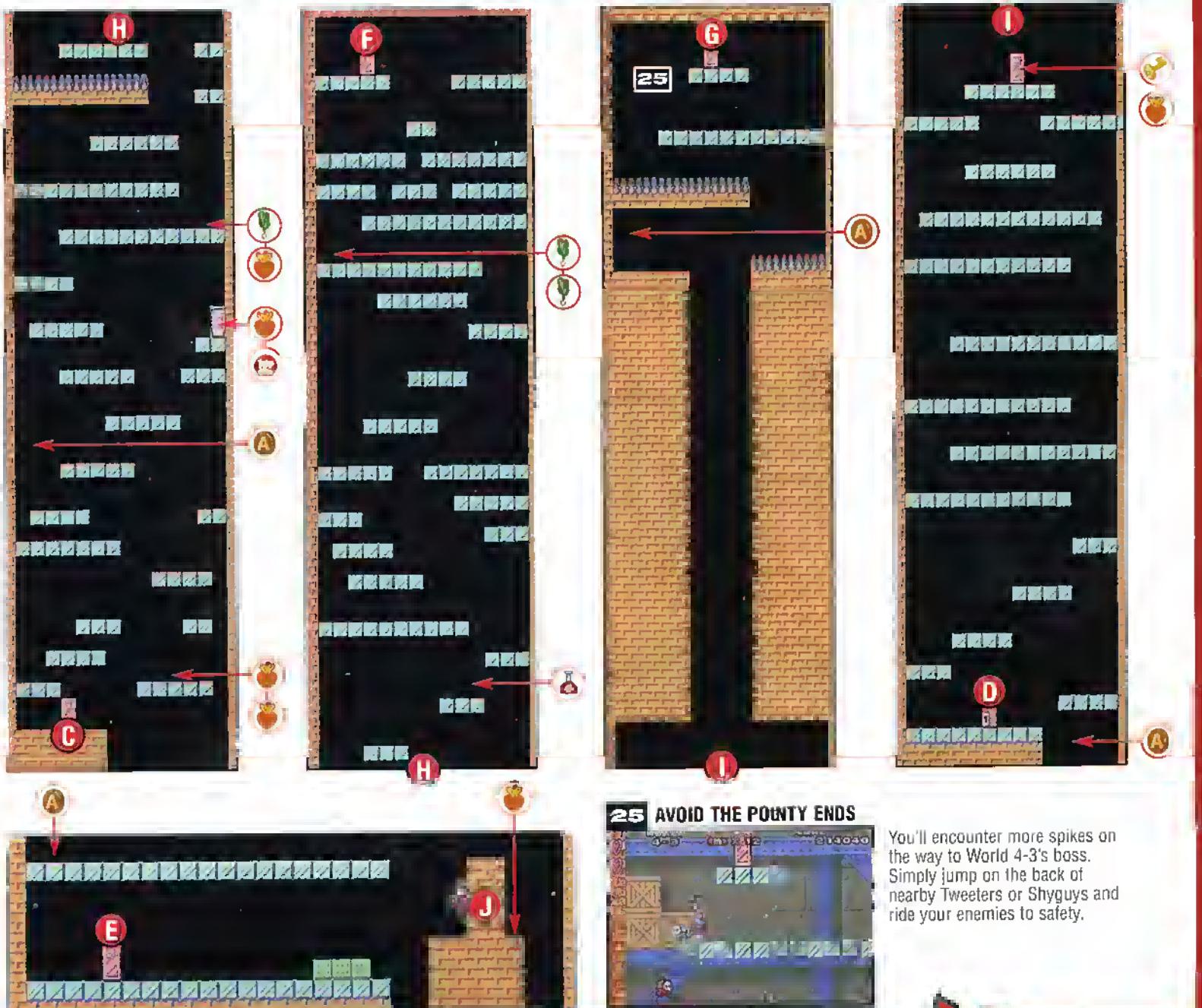


24 A LEAP OF FAITH



There is a large gap between Doors C and D in 4-3, but you can cross it with a Running Jump from either Luigi or Peach. Jumping the gap is only a brief shortcut—and you'll miss an Ace Coin if you take it.





25 AVOID THE PONYT ENDS

You'll encounter more spikes on the way to World 4-3's boss. Simply jump on the back of nearby Tweeters or Shygus and ride your enemies to safety.



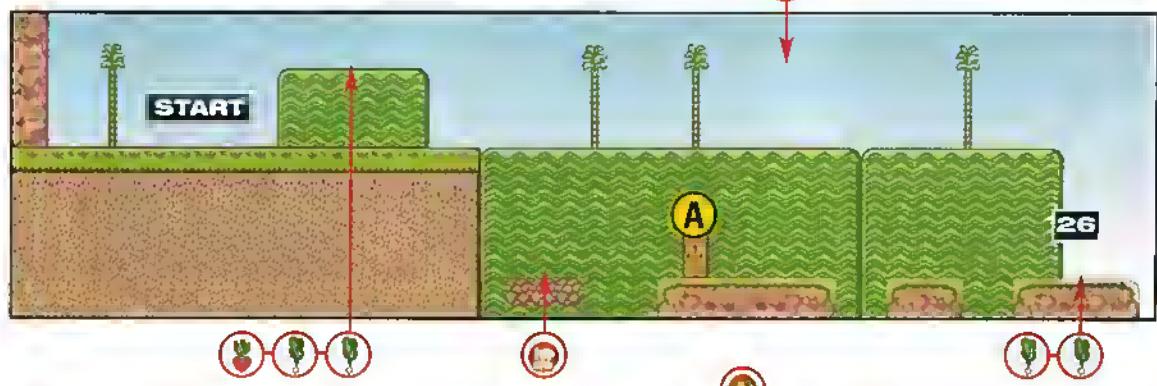
FIGHT FRY GUY

The boss of World 4-3 is Fry Guy, a large fireball with a nasty temper. You'll need to attack him from above with Mushroom Blocks, so you'll want to choose a hero with good Strength and Jumping skills. Mario is the ideal candidate, but Toad's power lifting gives you a huge advantage, too.



Grab a Mushroom Block and go to the highest platform. Wait for Fry Guy to approach, then drop the block on him. After you damage him, the blazing baddie will split into four parts. You can take them out quickly by standing on the floor and tossing blocks when they near you, but it's safer to drop the blocks from above.

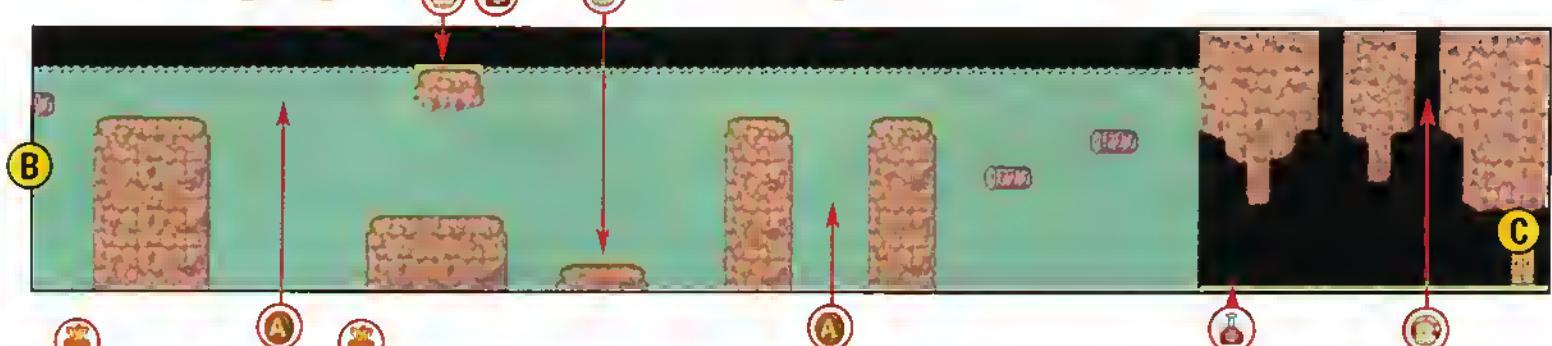
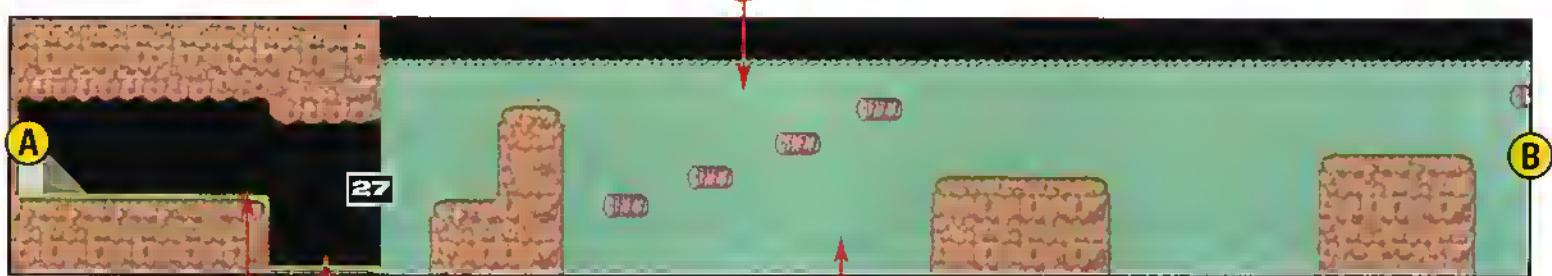
WORLD 5-1



26 BUBBLE BURSTING



Pluck vegetables from the ground, then toss them at the bubble to release the 1-Up. Jump over to the ledge to pick it up.



27 TAKE A FLYING LEAP



Choose a good jumper (Peach or Luigi) for this World. Start running as soon as you enter the area through Door A—if you're fast enough, the logs will be lined up and easier to cross.

WORLD 5-2



28 GET THE GIFT OF LIFE



You can pick up and throw the large Shy Guys to get them out of your way if you don't have anything to throw at them. As a bonus, you'll get a heart from the giant enemy. You can repeat the trick to get more hearts.



29 SHELL SHOCKED!



Pull up a shell, then toss it at the oncoming enemies to score tons of points. You might even get an extra life if you can clear enough of the bad guys with one shell.

30 POW WOW!



The POW Block can also take out many enemies at one time. Toss it so it lands when the greatest number of enemies is on the screen to get the most points.



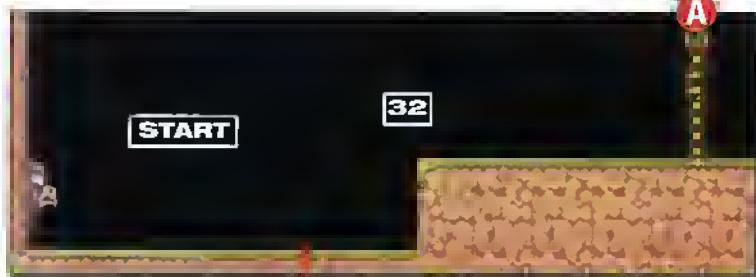
31 SOMETIMES YOU CAN FIGHT FIRE WITH FISHES



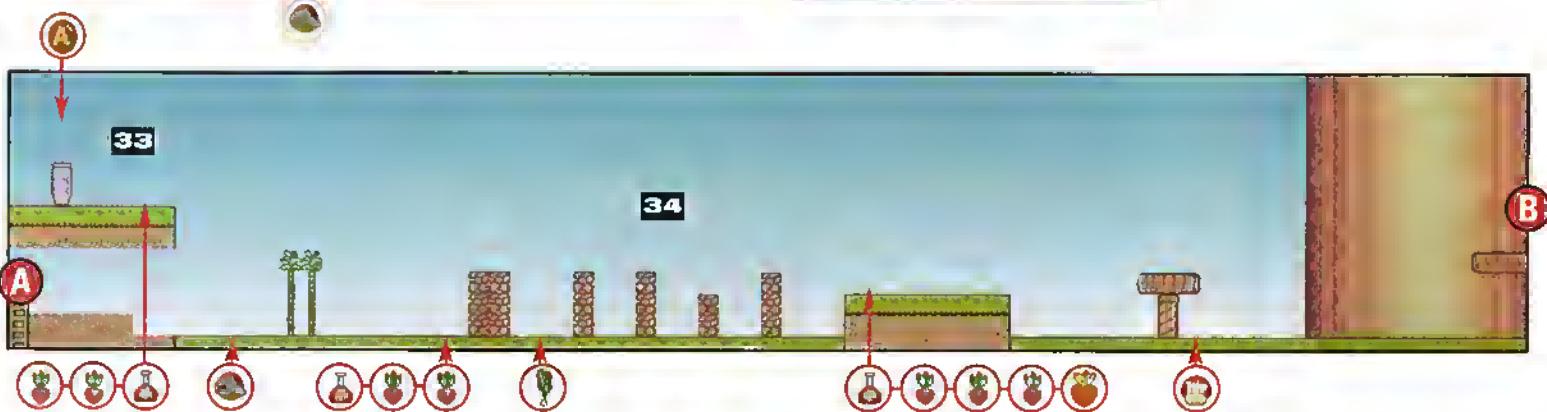
You can always wait for Birdo to shoot eggs your way, but the short ledge makes capturing them pretty tricky. Try picking up and throwing the Trouter if you don't want to wait for an egg.



WORLD 5-3



Pull up a shell, jump up, then release the shell onto the higher ledge to clear away all the enemies. Your trip to the ladder will be much easier when you don't have to dodge enemies every second.



33 WARPED ROUTES TO THE WORLD 7 WARP

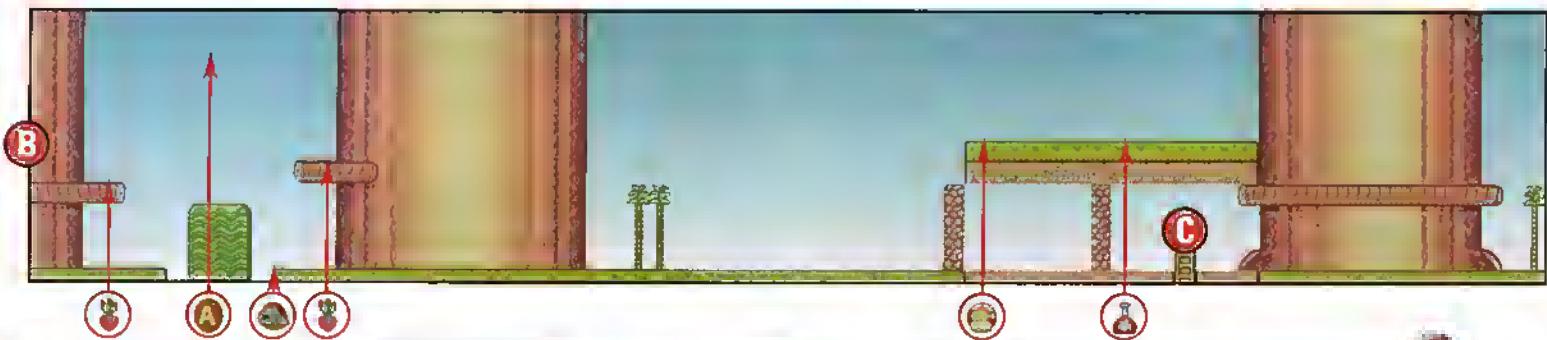


To get to the warp, toss the shell, then stand on top of it to power-jump up to the ledge. You can also jump on top of an Albatoss and ride it to the jar. Use the potion, then jump into the jar in Subspace to warp to World 7.

34 USE THE CHERRIES WHEN IN DANGEROUS AREAS



Collect the many cherries in the area to summon your pal Starman. The temporary invincibility Starman grants you when you pick him up will help you get safely through the enemy-heavy and vegetable-free area.



35 THE BOB-OMBS' BLASTING SERVICES

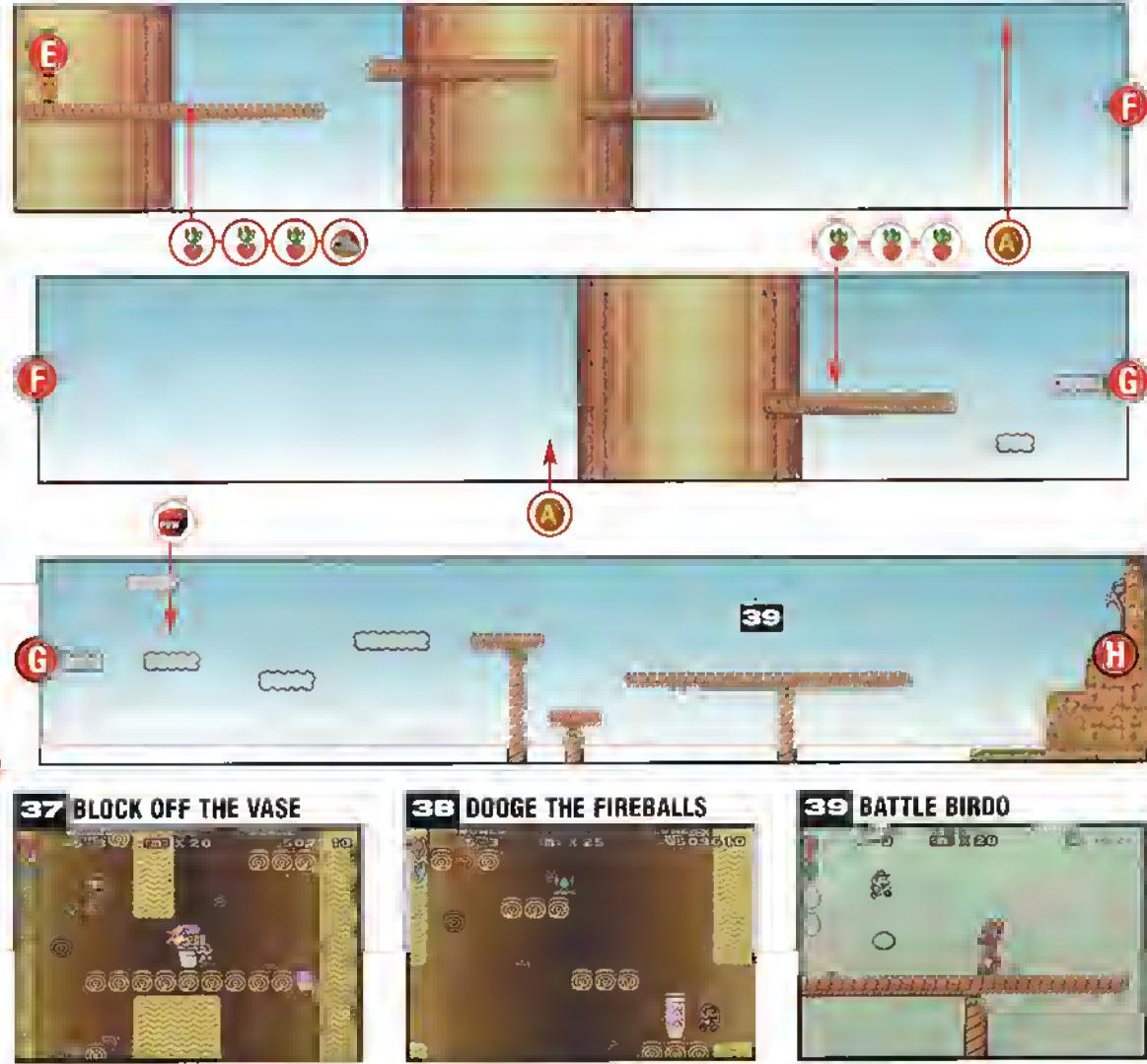


Pick up the Mushroom Block and toss it out of the way to release the Bob-ombs. Eventually, one or two will blow up on top of the blocks, blasting a hole down to the lower area where you can pick up a potion.

36 PLANT A PLANT ON THE PLANT



Pull up a giant vegetable, then toss it at the fireball-spewing Panzer to put the nasty plant out of commission. If you don't have an item to throw, you will have to use split-second timing to jump over the Panzer.



37 BLOCK OFF THE VASE



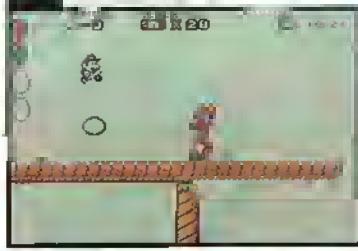
Pick up a Mushroom Block, then drop it on top of the vase to keep the Shy Guys from popping out of it to attack you.

38 DOOGE THE FIREBALLS



The moving Panzer is dangerous, but you can dodge its fireballs by moving from right to left. Go to the right of the jar—you'll end up on the left.

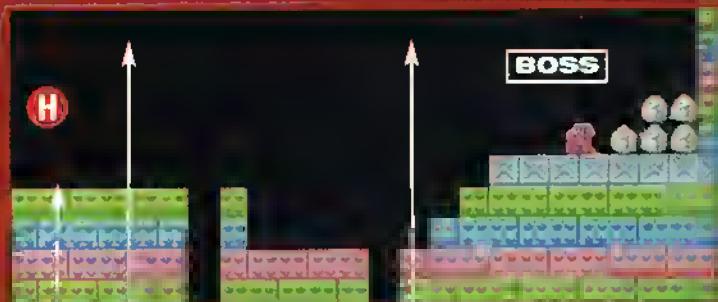
39 BATTLE BIRDO



You have to take on Birdo before you can enter Clawgrip's lair. If you land directly on her head, you can pull off her bow.

CRACK CLAWGRIP!

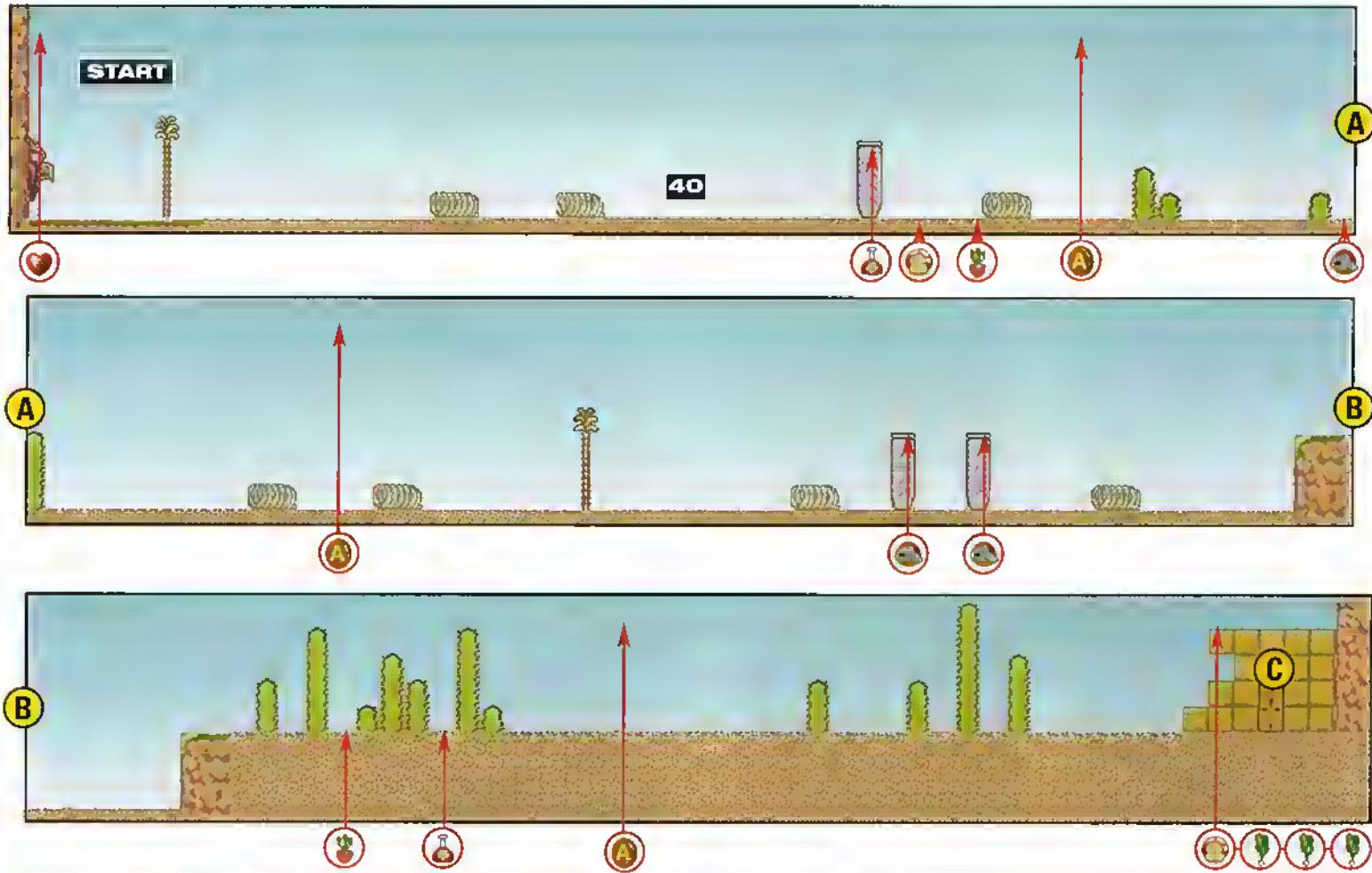
The giant, crablike creature tosses rocks at you. You can hide from them on the last stephen run over to pick them up after they've landed, or you can jump on top of them in mid-air, which is much harder. Toss the rocks back at Clawgrip to defeat it.



There are two hearts to pick up when your energy gets low. Stay out of the way of the rocks and declaw World 5's boss.



WORLD 6-1



40 CAREFUL ON THE QUICKSAND

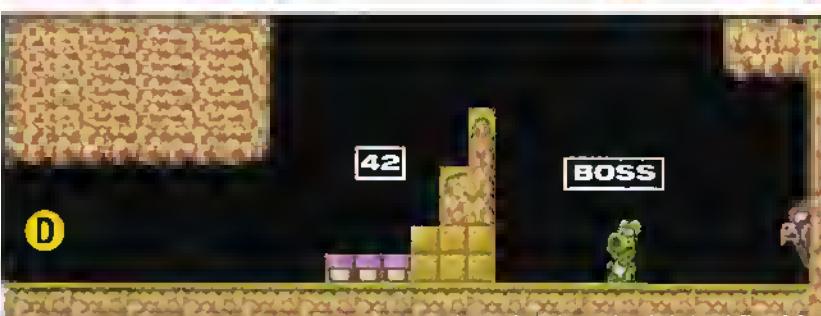
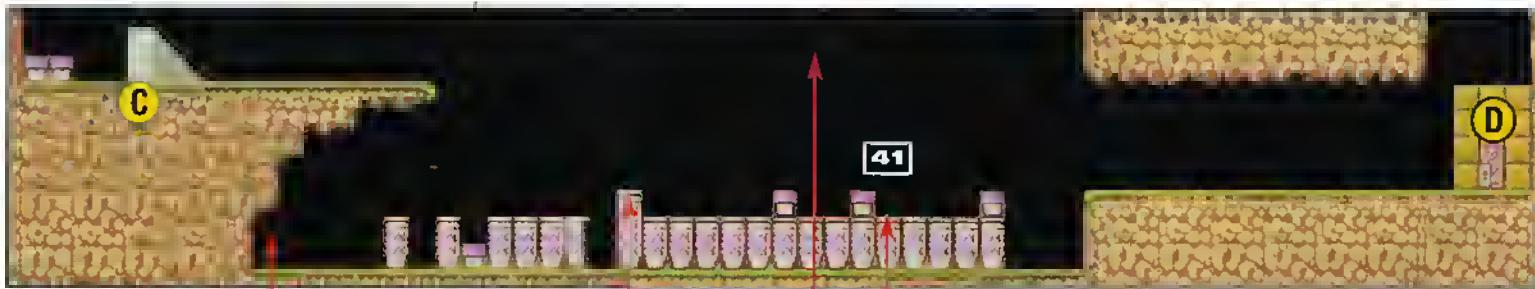


If you pause when crossing the quicksand, you might start to sink. You can jump repeatedly to pull yourself out of the quicksand. If you don't respond quickly, you'll lose a life.

41 DIG IT, DIG IT?



Use the B Button to dig in the sand inside the fifth vase from the right. Take care to avoid the Shy Guys that infest the vase until you have the key. You can toss the key at your enemies.



42 MUSHROOM BLOCK BATTLE



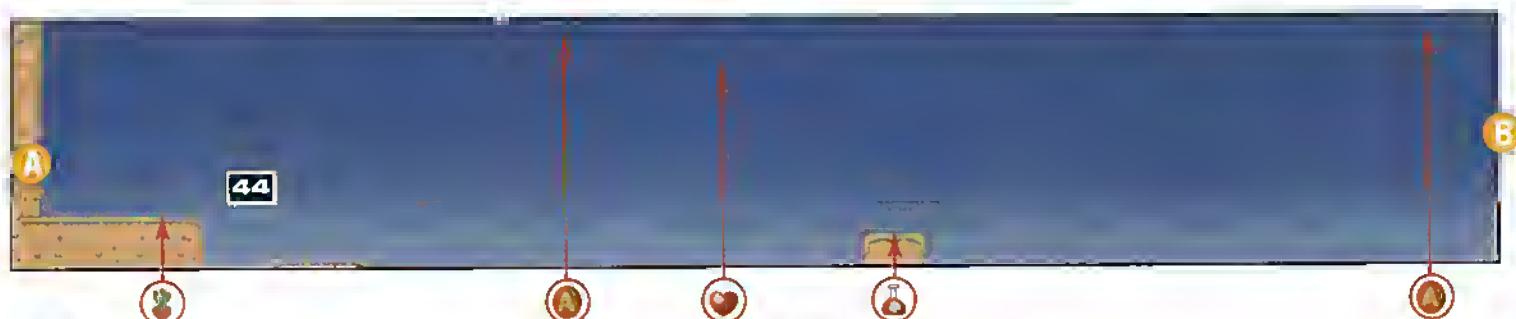
There are several Mushroom Blocks in Birdo's room. Toss them at the fireball-spitting creature to defeat it.

WORLD 6-2



43 RANDOM ITEM BONANZA

Pick up the second Mushroom Block to reveal a strange ball that generates random items. If you toss the ball just as the item you want appears, you should get that item.



44 HITCH A RIDE ON THE ALBATROSS



Wait for an Albatross to fly close, then jump on its back to cross the wide gap. Pull up a vegetable before you jump—it might come in handy if you're threatened in midair.

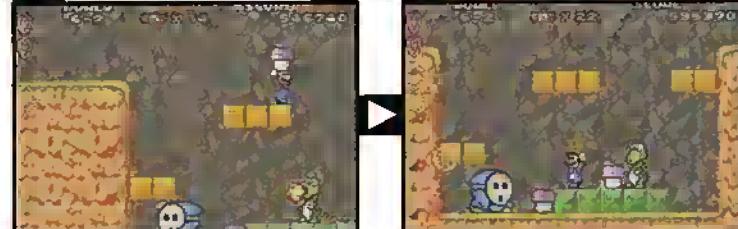
45 THE PERILOUSLY PLACED POTION



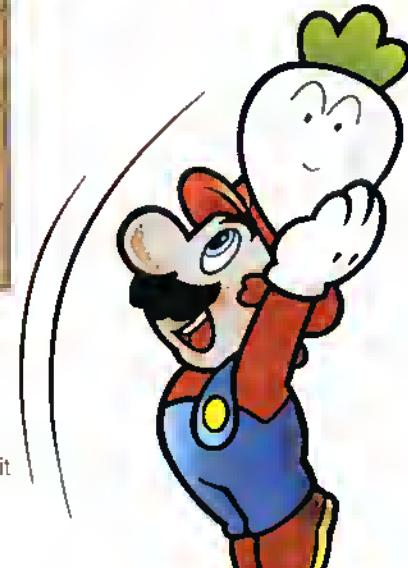
The Albatross you're riding probably won't be flying high enough for you to jump easily over to the platform. Squat to power up the jump, then jump at the last second to pick up the potion.



46 KNOCK BIRDO'S BLOCK OFF AGAIN



Pick up the Mushroom Blocks, then toss them at Birdo to defeat her. The giant Shy Guy is a great source of extra hearts when you need them—just pick it up and toss it aside to get a heart.



WORLD 6-3

**A****47 SECRET SHORTCUT**

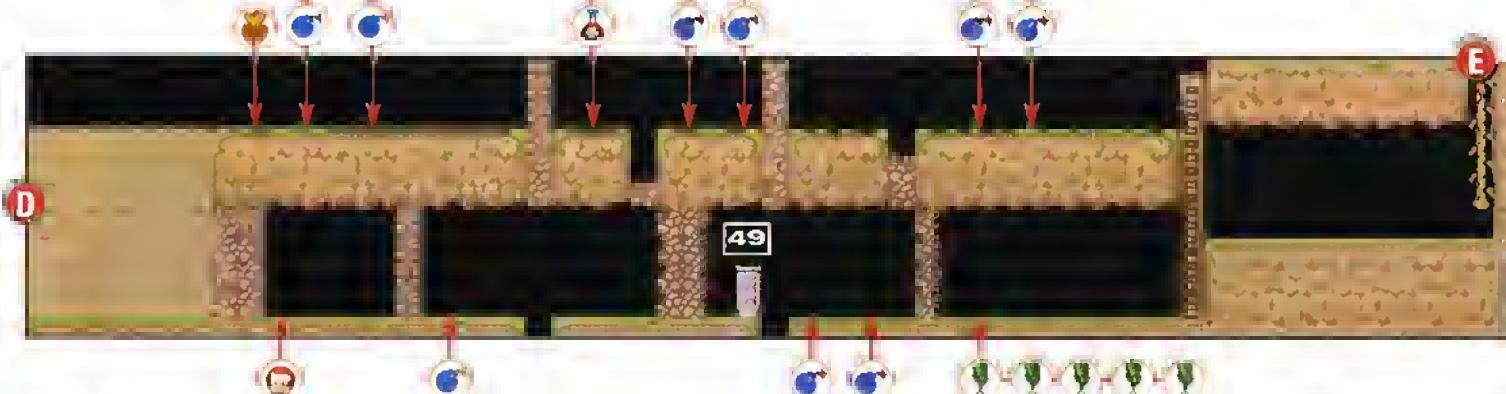
Walk over to the big rock and sink into the sand. Once you're under the sand, jump and move left to make it to the other side. Jump up to get out of the quicksand and enter door J.

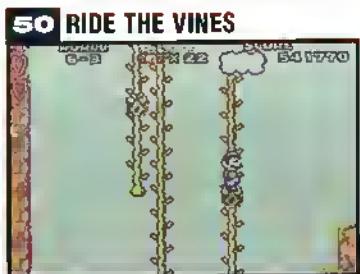
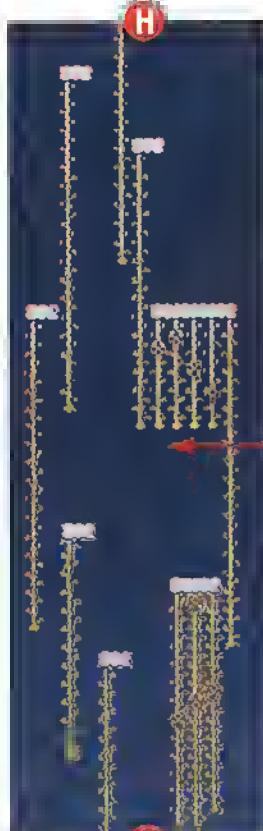
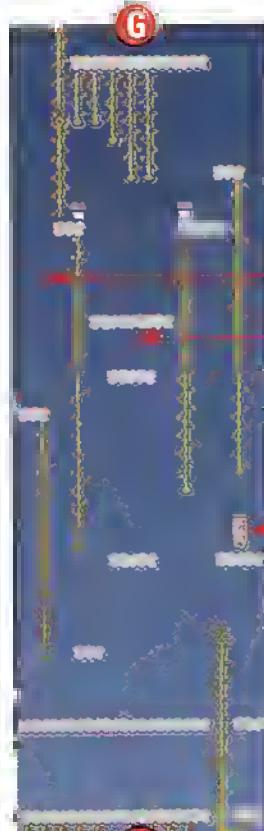
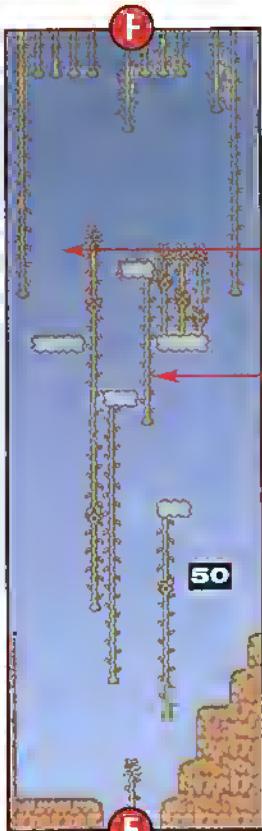
**48 CHERRIES JUBILEE**

Pick up lots of cherries. You can rack up tons of points by taking out the enemies while you're invincible. You'll also be safe from the enemies in the area.

**49 BOWLING FOR POINTS**

Drop into the jar to appear in an unusual area. There you can pick up and throw a strange ball to knock out enemies and pick up plenty of points.





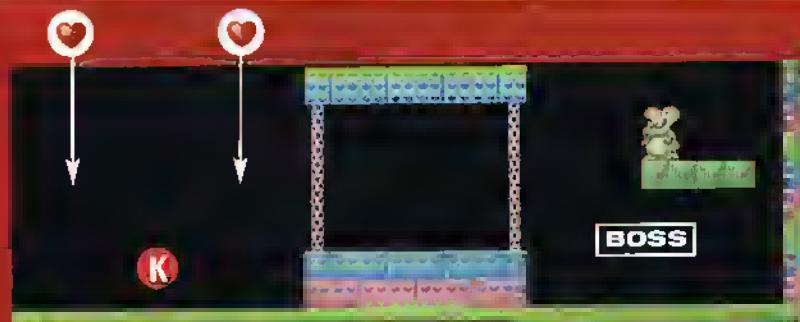
If you land on top of the creatures that are climbing the vines, you can take a free ride to the top without having to work at it.



Pick up the sprouts and vegetables, then toss them at the bubble to release the 1-Up Mushroom. Jump over to pick it up.



You can defeat Birdo in pretty much the same fashion every time, but sometimes, you'll get an extra boost. In this case, it's the Mushroom Blocks, which you can throw at any time. Otherwise, you have to wait for Birdo's eggs.



BLAST MOUSER!

The malevolent mouse is dispatched with his own bombs once again, but this time you also have to watch out for the Spark that is roaming the room. Play it safe until the bombs take Spark out of the equation, then move on to Mouser.



Jump to avoid Spark's electric personality, then try to place a bomb in its path to destroy it. Once it's gone, you must pick up Mouser's bombs and place them on his platform so they will blow up when he's standing on or near them.



WORLD 7-1



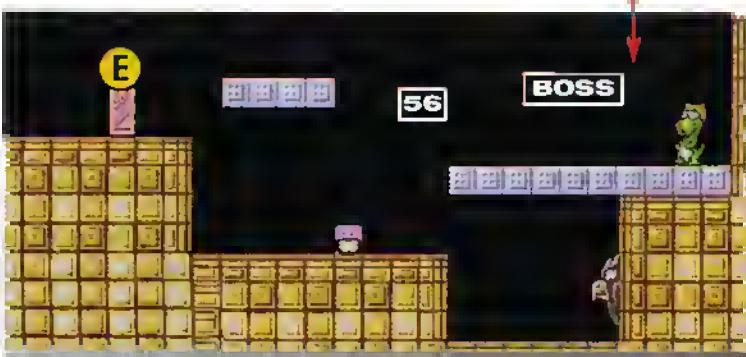
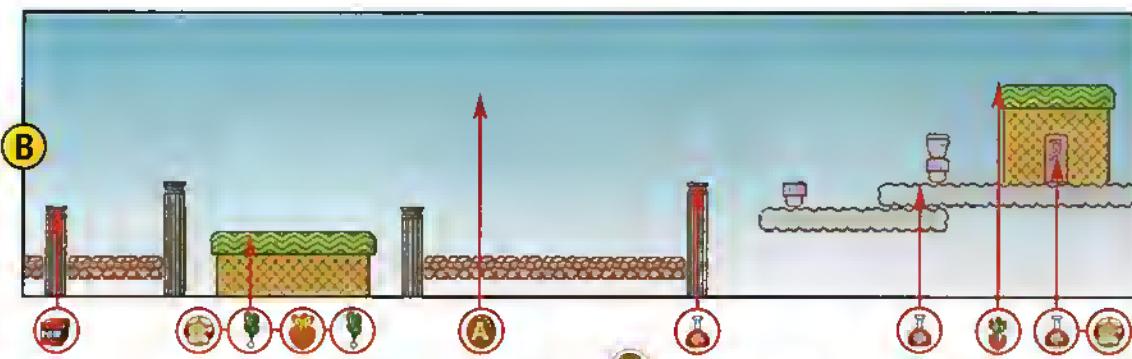
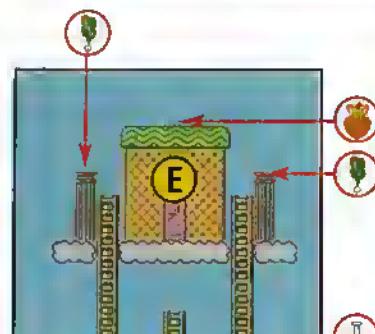
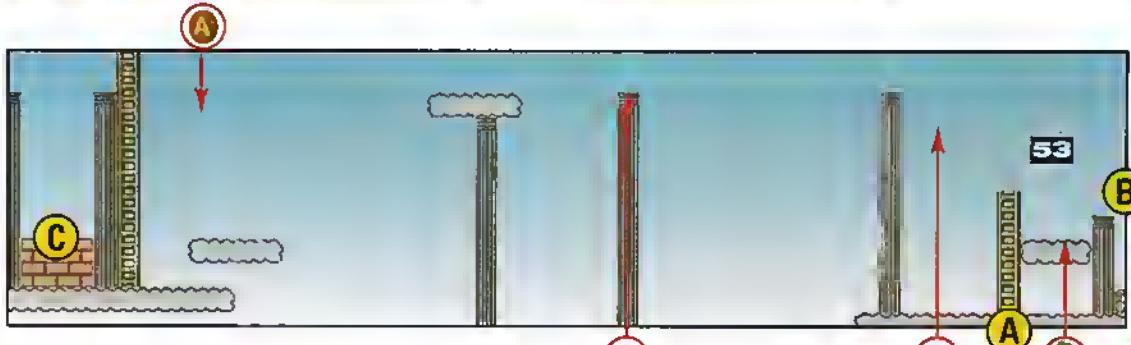
Often, when you see flying creatures like the Albatross, you'll have to jump on top of them and take a ride to a far-off area. Carefully jump to the Albatross, then hang on!



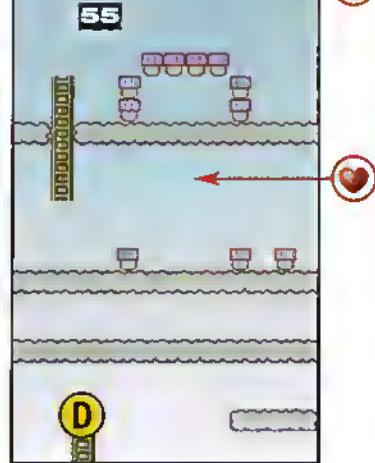
Snifits are always annoying. Pick up the Shy Guy and toss him at the Snifit to take care of two enemies with one blow. If you don't, be sure to watch out for Snifit's projectiles.



Toss Mushroom Blocks at the two Sparks to get rid of them, then build a Mushroom Block tower five blocks high. Stand at the top of the tower, then power-jump to the next area.

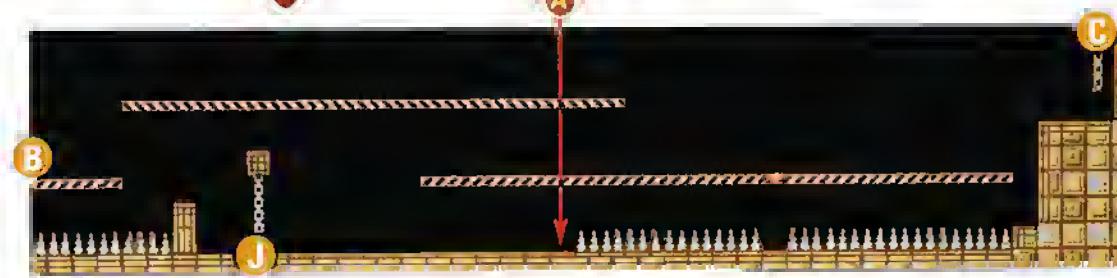
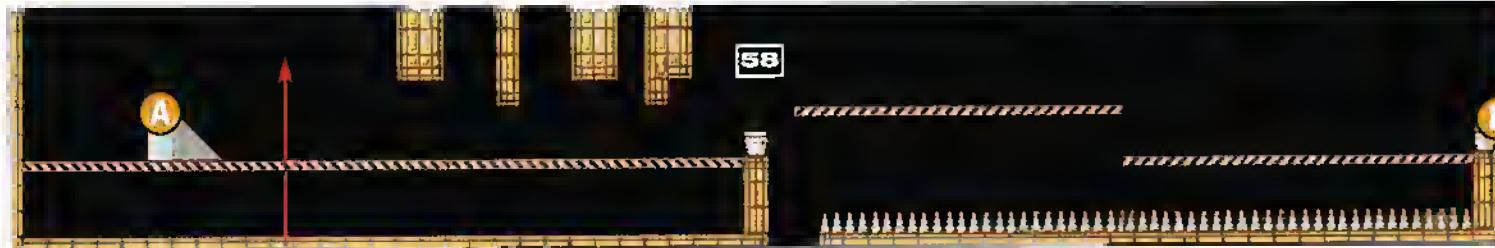
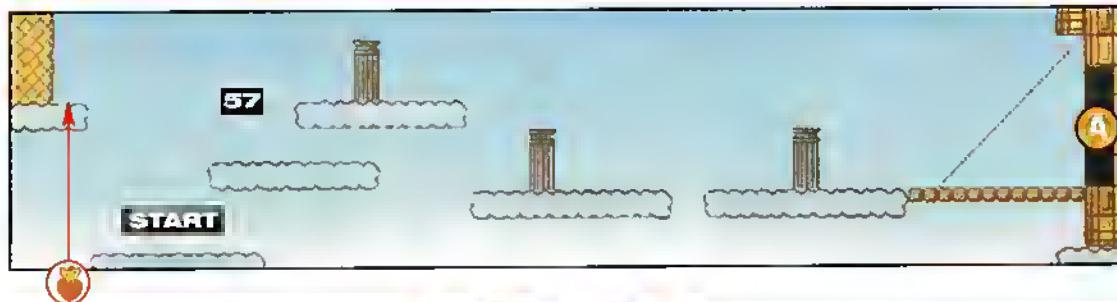


Birdo only spits fireballs in this area, so you have to use the single Mushroom Block to take her down. Try not to jump too much unless you're avoiding Birdo's attacks.



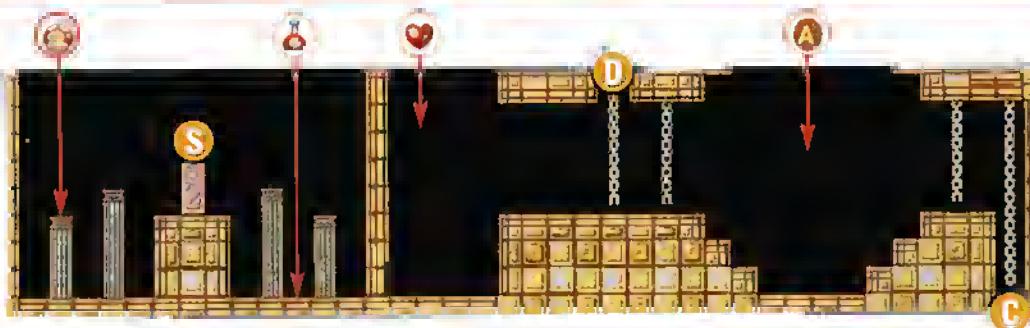
WORLD 7-2

The final world is long, complicated and tricky. It's filled with many of the obstacles from the earlier worlds, plus some new and unusual challenges. Conveyor belts, spikes, chains, and two separate paths to the final boss, Wart, are just some of the tough trials you'll have to overcome.



CHOOSE A PATH

There are two paths that lead to Wart. One begins at point J, the other at point C. The paths present different challenges, and both paths are filled with enemies.



57 PEACHY KEEN



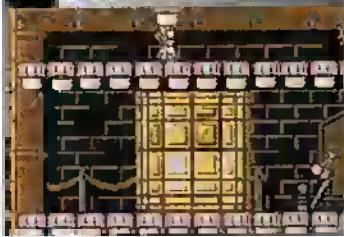
Peach is a good choice for World 7-2. Her floating ability makes her perfect for the cloudlike platforms. Pick up one Snilit to take out another.

58 PEACH'S PROWESS

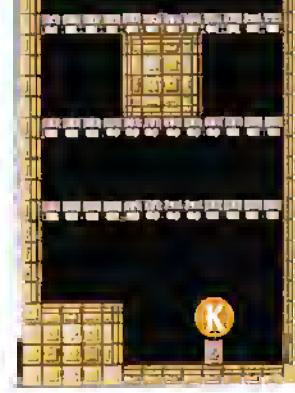


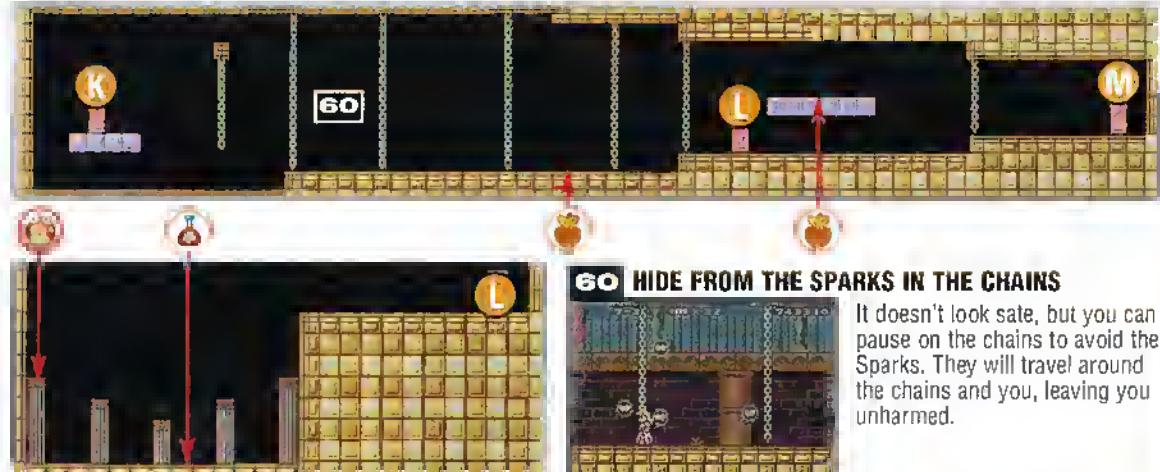
Conveyor belts are very tricky, especially when they're loaded with enemies. Peach's floating ability will get you over the enemies.

59 SMASH THE SPARKS



Pick up the Mushroom Blocks to continue down the shaft and toss at the Sparks so they can't shock you.





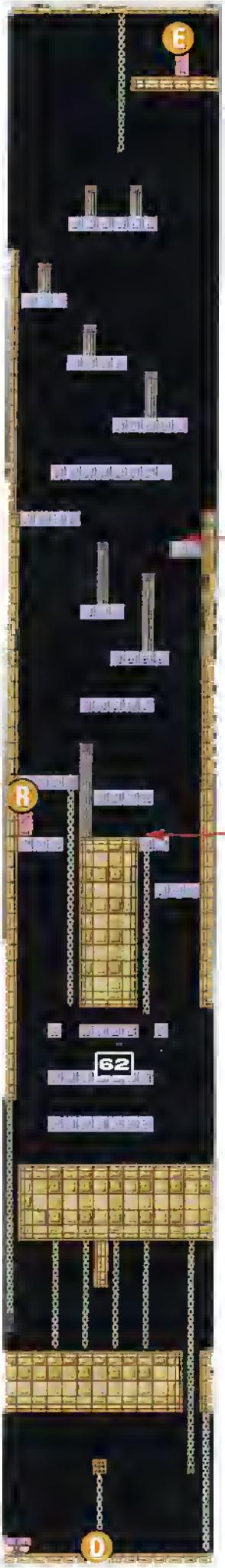
Be sure to grab all of the cherries as you ascend the chain to earn an appearance from Starman. You can definitely use the extra protection.

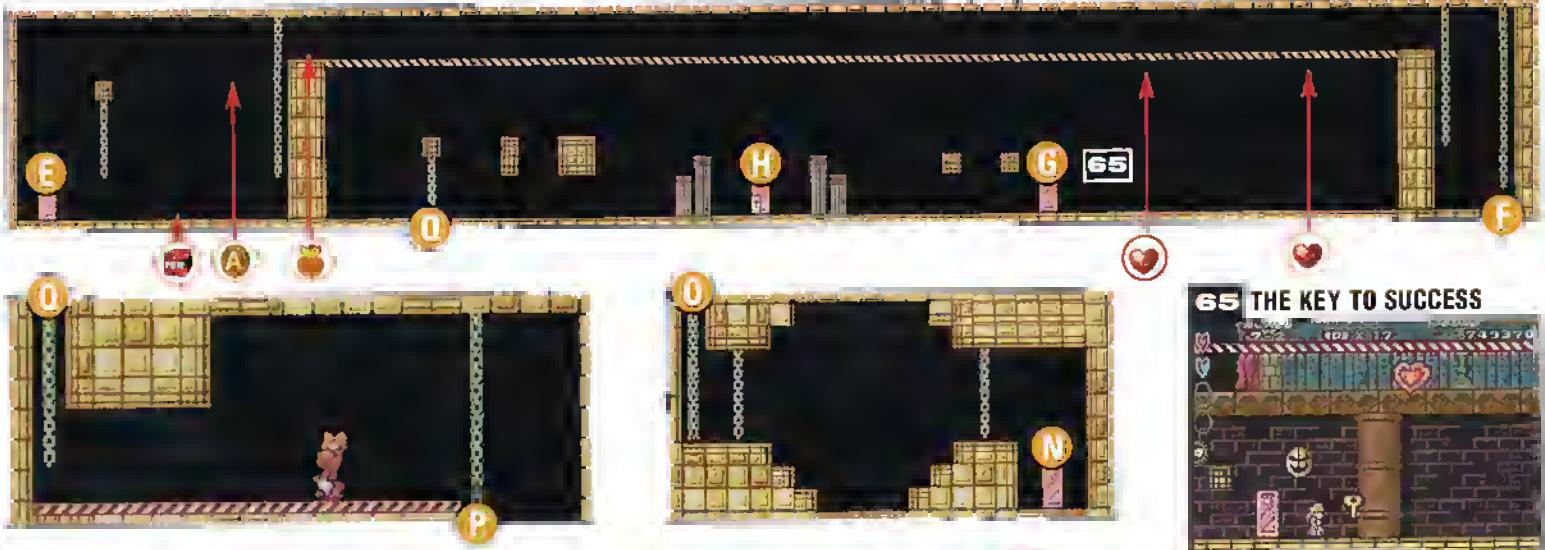


Wait until the Sparks leave a clear spot before jumping up to the next platform. Timing is everything, since there is nothing to throw.



If you move quickly and don't pause, Panzer's fireballs shouldn't hurt you. Otherwise, move just after a fireball crosses your path.

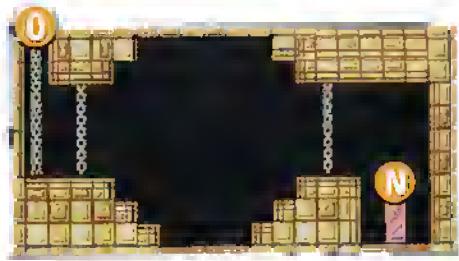




64 CONVEYOR BELT BIROO



Ride the conveyor belt to the right, then wait for Biroo's eggs. Toss them at Biroo to defeat her, then pick up the key she'll drop and walk through the door.



65 THE KEY TO SUCCESS



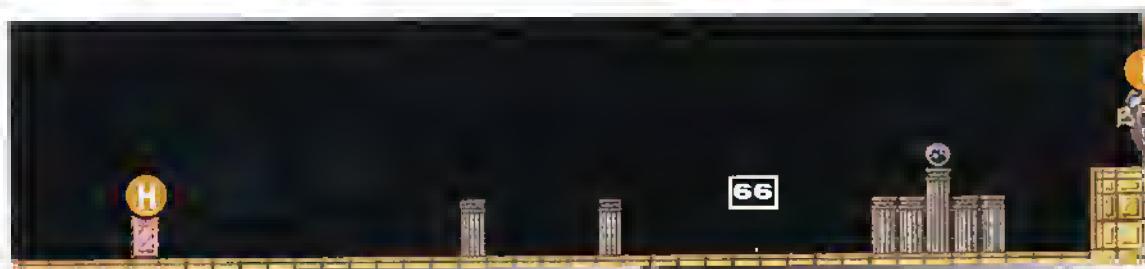
Toss the key as soon as you enter the area, or Phanto is sure to attack you. Toss the key at Phanto if you want to be rid of him.



66 BIROFACE BATTLE



Hit Birdface with the Mushroom Blocks to destroy it. It's pretty tough for a creature whose only weapon is its big beak.

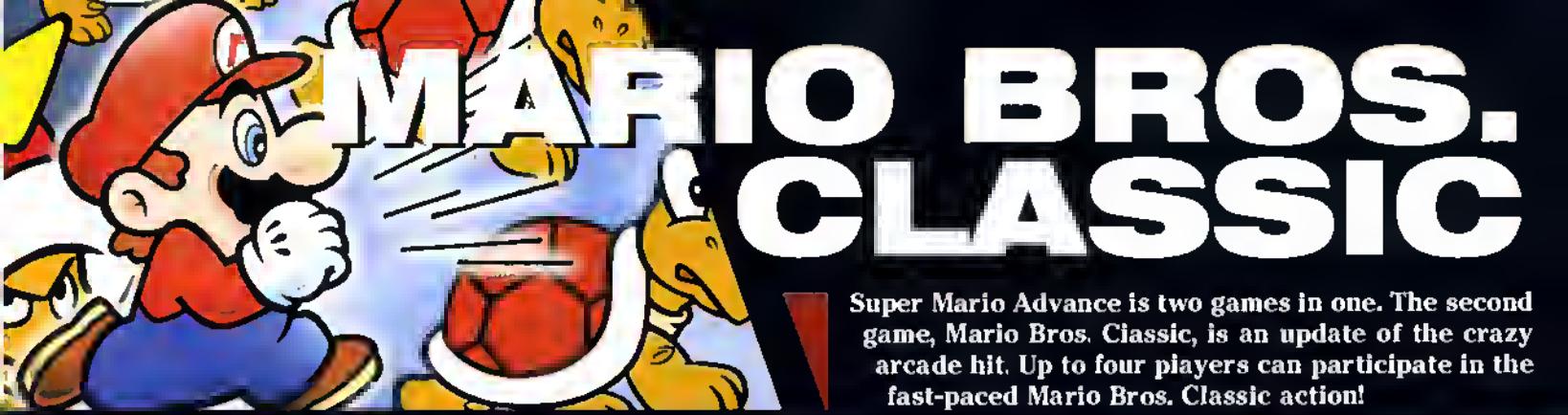


WART REMOVAL!

Wart is a strange, toadlike monarch who can't seem to stomach vegetables. You have to toss the vegetables that are spewed out of the machine at Wart when his mouth is open. You can try sneaking behind Wart to toss the vegetables so that you aren't in the way of the bubbles that flow from the toad's open mouth.



Wart's bubbles seem to follow you around. Get out of their way to stay safe. Catch the vegetables that fly out of the machine, then toss them at Wart when his mouth is open. Try to throw the vegetables as soon as Wart's mouth opens—you might avoid a bubble attack that way.



MARIO BROS. CLASSIC

Super Mario Advance is two games in one. The second game, Mario Bros. Classic, is an update of the crazy arcade hit. Up to four players can participate in the fast-paced Mario Bros. Classic action!

MODES OF PLAY

You can play Mario Bros. Classic in three different modes—Classic, 2-Player Classic and Battle. The modes available to you depend on how many Super Mario Advance Game Paks, Game Boy Advance units and cables you and your friends have.



You'll need one Game Pak (but multiple Game Boy Advances and cables) to play Mario Bros. in Battle Mode with your friends. Every player who wishes to play Mario Bros. Classic needs his or her own Game Pak in addition to the hardware.

ITEMS

EGGS



The eggs might contain many different things, including hearts that can return players to their regular size, stars for invincibility or coins for points or progress.



SHELLS



You can toss shells at any moving creature on the screen, including your opponents. The shells keep moving until they get to the bottom.



COINS



In the Classic Modes, the coins give you extra points. In Battle Mode, the coins keep track of your progress. The first to pick up five coins wins.



POW BLOCKS



POW Blocks knock over or stun every creature that is touching a platform, including the other players.



FISH BONES



The Fish Bones don't do anything at all. If you get one from the trash can, throw it away.



BEES



The bees fly up, then land on the platforms. When directly underneath them, jump up to knock them over. Kick the overturned bee to finish it off.



TURTLES



Hit a turtle from below once to flip it over, then run up to it to kick it away. Turtles are the easiest enemies to kill.



CRABS



You need to hit the crabs twice from below to flip them over. After you hit them once, the crabs get very angry, which makes them faster and harder to hit again.



ICICLES



If you hit an icicle from below, you'll destroy it. If it hits you, it'll freeze. Sometimes, the icicles hit the platforms and freeze them, which makes them very slick.



SWIRLS



The colored swirls will hurt you if they hit you. You can hit the platform below them to destroy them just as you destroy the icicles.



MARIO BROS. CLASSIC

When one player plays Mario Bros. Classic, the only goal is to keep advancing to the next Phase. Hit the enemies from below

WATCH BOTH SIDES



Try to watch both pipes on either side of the screen. If you're fast and accurate, you can often take out enemies before they have a chance to move to the lower platforms.

BLOCK OFF THE AREA



Flip over a turtle to create a temporary block. The turtle defense is especially helpful on the top platform, where many enemies are constantly appearing.

to flip them over, then kick them away. Collect coins when you can to get the highest score possible.

MORE POW POWER



Save the POW Blocks for moments when there are lots of enemies on the platforms. You can hit a block from below, or you can pick it up and throw it.

BLUE CLUE



If you'd like to end a round quickly, take out the blue creature when it appears. The last creature will also turn blue, signaling that the end of the Phase is near.

MULTIPLAYER CLASSIC MODE

Classic Mode can be a shared experience when each player has a Super Mario Advance Game Pak, a Game Link Cable and a

ONE FOR EACH SIDE



One way to share the work is to assign each player one of the pipes. Try to clear out all of the enemies on a particular side, and let your partner handle the other side.

COVER MORE LEVELS



If you don't want to divide the playing field vertically, you can agree to take the upper or lower half of the screen instead. You can also run around to any area, but you might clash with your partner!

Game Boy Advance. You cooperate to defeat as many enemies as possible and advance to the highest levels.

WATCH YOUR PARTNER



You can play the game at your own speed, helping out your partners if they are not as skilled as you are, or taking advantage of their expertise if they're better than you are. Try to avoid stunning your own partners!

SHARE RESPONSIBILITIES

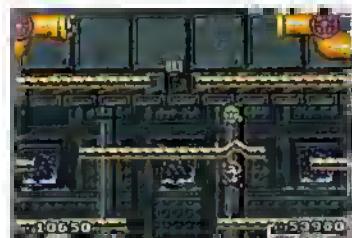


In the later, more dangerous levels, you can agree that one player will take out all of the swirls and icicles, while the other player will concentrate on the other enemies and coins.

BATTLE MODE

You need only one Super Mario Advance Game Pak to play the Battle Mode, but you will need additional Game Boy Advance

TAKE DOWN YOUR OPPONENT



There are many ways to stun or hurt your opponent. You can jump on his head, pick him up and throw him, toss a shell at him or bump him into an oncoming enemy. The POW Block will also stun your opponent as long as his feet are touching a platform.

units and the cables to connect them. It's every man for himself in Battle Mode—no sharing allowed!

KEEP YOUR OPPONENT IN THE TRASH



You and your opponent can get items by jumping into the trash can. But if your opponent is doing well, or if you're waiting for the next coin to come your way, you can stand on top of the trash can to keep your opponent inside. It is a battle, after all!

TWO TIMES THE FUN

Super Mario Advance's two Mario games complement each other—Super Mario Bros. 2 provides seven levels of platform power, and Mario Bros. Classic contributes three modes of old-school action, including multiplayer options. If Mario's your man, be sure to check out his advance debut!

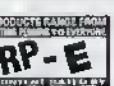


Have Tony's skills in the palm of your hand with 3D action on your Game Boy® Advance handheld system.



Rip it up on Nintendo® 64 with Tony's Park Editor and Create-A-Skater features.

The sequel is here on Nintendo® 64 with more riders, new levels and crazy new tricks!



PRODUCTS RANGE FROM TIME PAVING TO EVERYTHING
RP-E
PRODUCTS RANGE FROM TIME PAVING TO EVERYTHING
ESRB

THE LEGEND IS BACK!

Hawk returns. And he's going bigger than ever on Nintendo® 64 and Game Boy® Advance.



Game Boy® Advance:



New Game Boy® Advance graphics makes this the ultimate handheld skating game.

Game Boy® Advance available now



Full 3D environments for you to skate in and pull off insane combos and signature moves.



Skate as the legendary Tony Hawk or one of 12 other top pro skaters.

Nintendo® 64:



Skate like one of 13 top pros including the legendary Tony Hawk or create your own custom skater.

Nintendo® 64 September 2001



Skate head-to-head with your friends in slick new multi-player modes including Trick Attack, Graffiti, HORSE and the newest addition Tag Mode.



Design your own mega park in Real-Time 3D, using any combo of ramps, funboxes, rails and more.

FEATURING SKATEBOARDING'S TOP PROS
BURNQUIST / CABALLERO / CAMPBELL / HAWK
GLIFBERG / KOSTON / LASEK / MULLEN / MUSKA
REYNOLDS / ROWLEY / STEAMER / J.THOMAS

INCLUDES HIP HOP AND PUNK SOUNDTRACK FEATURING:
RAGE AGAINST THE MACHINE NAUGHTY BY NATURE PAPA ROACH & MORE



activision02.com

F-ZERO MAXIMUM VELOCITY

Your Game Boy Advance puts the pedal to the lightweight, high-performance metal and blasts off at warp speed with F-ZERO Maximum Velocity. Featuring the same pulse-pounding pace as the Super NES classic, the sci-fi racer includes new machines, new tracks and multiplayer action.

GENRE: RACING

PLAYERS: 1 TO 4

RELEASE: JUNE 2001

WEBSITE: GAMEBOY.COM/FZERO



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GEAR UP FOR HIGH-SPEED THRILLS

With a Grand Prix tournament, two different multiplayer modes and a unique ranking system, F-ZERO Maximum Velocity has all of the options you need.

GRAND PRIX



The F-ZERO Grand Prix pits you against a field of computer-controlled competitors. The top three drivers advance.

MULTIPAK LINK



Up to four players with F-ZERO Maximum Velocity Game Paks can race on any track that is unlocked on a Pak.

CHAMPIONSHIP GHOST



In Championship Time Attack Mode, you can choose to go up against a ghost that recreates the record-setting race.

TRAINING



You can test your times on any course that you've unlocked in the Grand Prix. Go on your own or with another machine.

SINGLE-PAK LINK



The Single-Pak multiplayer race offers a new track and one machine type for all players. Multiple GBA systems are required.

RANKINGS



Use the Rankings option to compare your latest times with your all-time best and to share course times with other Paks.

RACE INTO THE FUTURE

F-ZERO Maximum Velocity puts you behind the controls of a hovering speed machine, skimming over elevated tracks and weaving around the competition. Every machine has its own strengths. The key to selecting the right racer is to find one with attributes that compliment your driving style.

UNLOCK A WORLD OF RACING

You'll begin your Maximum Velocity experience with a selection of four racing machines, three series and three levels of difficulty. As you reach certain milestones, you'll unlock six more machines, the Queen Series and the Championship and the Master Class levels of difficulty. Your first unlocking goal is to complete every available series at Standard Class.

THE STARTING LINEUP

The four supercharged machines available at the beginning have widely varied attributes. Some focus on speed; some favor finesse and good handling.

HOT VIOLET



J.B. CRYSTAL



FIREBALL



WIND WALKER



MORE MACHINES

When you complete the Pawn, Knight and Bishop Series at Standard Class or higher, more vehicles will become available for your selection. Take them out for a test drive and find out if they mix well with your driving techniques.

SLY JOKER



SILVER THUNDER



FIGHTING COMET



STINGRAY



FALCON MK-II



JET VERMILION



HOT VIOLET



Hot Violet pilot and karate expert Megan flies at a speed of 579 km/h for six seconds. That's the best boost combo of the first four machines.

FIREBALL



Fireball designer and pilot Mickey Marcus has created a sturdy frame that can take more hits than any machine in the opening field.

J.B. CRYSTAL



The design of Jane B. Christie's machine shows her love for vintage 20th-century cars. It has high boost duration and excellent balance.

WIND WALKER



With the best turn performance and highest boost speed of the first four machines, Pilot Nichi's Wind Walker performs in turns and straightaways.

SLY JOKER



By completing the Pawn, Knight and Bishop Series on Standard Class difficulty, you will earn the chance to pilot Lord Cyber's Sly Joker. Maintained by expert mechanics with the most advanced tools, the machine boasts a boosted speed of 591 km/h.

STINGRAY



With two engines slatted on top of each other, Alex O'Neill's Stingray can maintain its boost speed for 12 seconds. You will earn the machine by completing the Pawn, Knight and Bishop Series with the difficulty set at Expert Class.

SILVER THUNDER



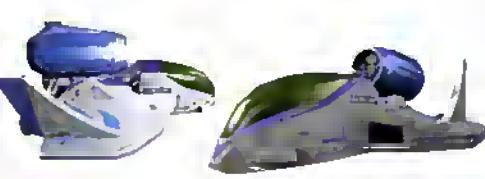
When you unlock the Stingray, you'll also unlock the Queen Series. Complete the series to earn rights to Silver Thunder, designed by F-Zero legend Dr. Stewart. Pilot Blitz Wagner controls the four-engine machine with quiet mastery.

FALCON MK-II



Kent Akechi, the pilot of the well-rounded Falcon MK-II, claims to be the son of F-Zero Hall-of-Famer Captain Falcon. Complete every series on Expert Class difficulty to unlock Master Class. Then complete any series at that class to unlock the machine.

FIGHTING COMET



When you complete every series with Master Class difficulty, you will unlock the Fighting Comet, piloted by "The Bullet" Kumiko. As Kumiko's nickname suggests, her machine is incredibly fast in straight sections but performs poorly in tight corners.

JET VERMILION



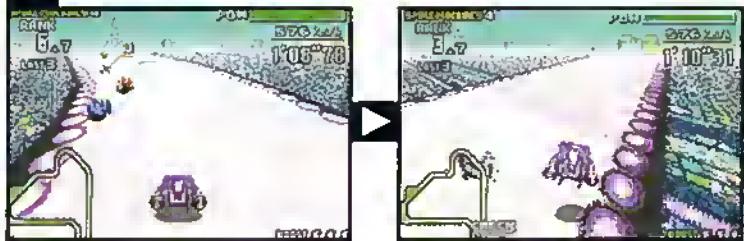
After you unlock all of the other machines and the Championship Circuit (see page 58), you can unlock Yazoo Jr.'s Jet Vermilion by completing the championship 255 times or by completing every series with every machine in Master Class.



PAWN SERIES

With many straight and wide sections, the courses of the Pawn Series are a good place to start your Grand Prix circuit. During the five races of the series, you can learn about all of the basic track features and develop a set of solid F-ZERO racing skills.

1 CUT THE CORNER



The Jump Plate after the first big curve is the only place on the course where you can catch air. When you fly off the plate, you can steer into the turn and cut over the corner—a move that you may want to try only at boosted speeds. Press Down on the Control Pad while landing to absorb the shock.

2 SEVERE SLOWDOWN



The backstretch features a large Speed Down area. Your speed will drop considerably if you cut through the gray patch. Work your way around it by following the edge.

3 STAY CENTERED



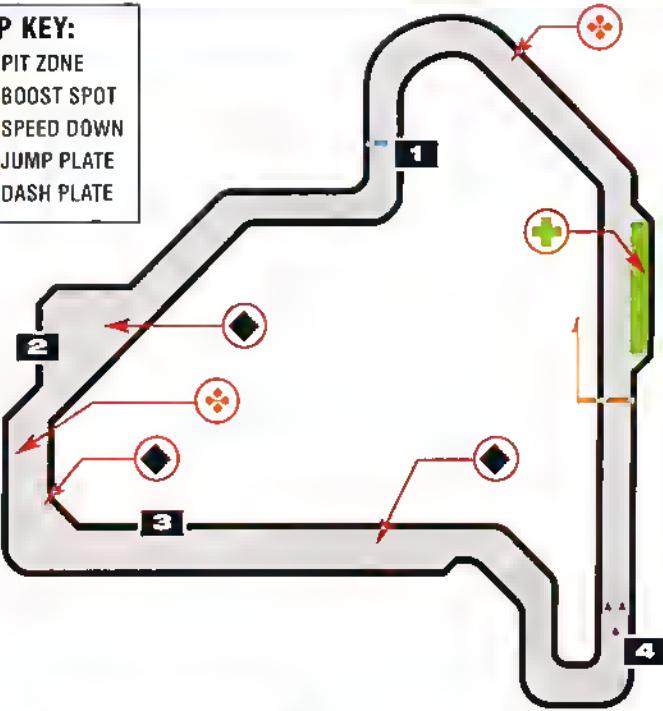
A light rough flanks one of the track's longest straight sections. While it won't affect your speed as much as the Speed Down areas, you should favor the center of the track.

BIANCA CITY

STRETCH CIRCUIT

MAP KEY:

- PIT ZONE
- BOOST SPOT
- SPEED DOWN
- JUMP PLATE
- DASH PLATE



4 ONE LAST TURN, THEN HOME



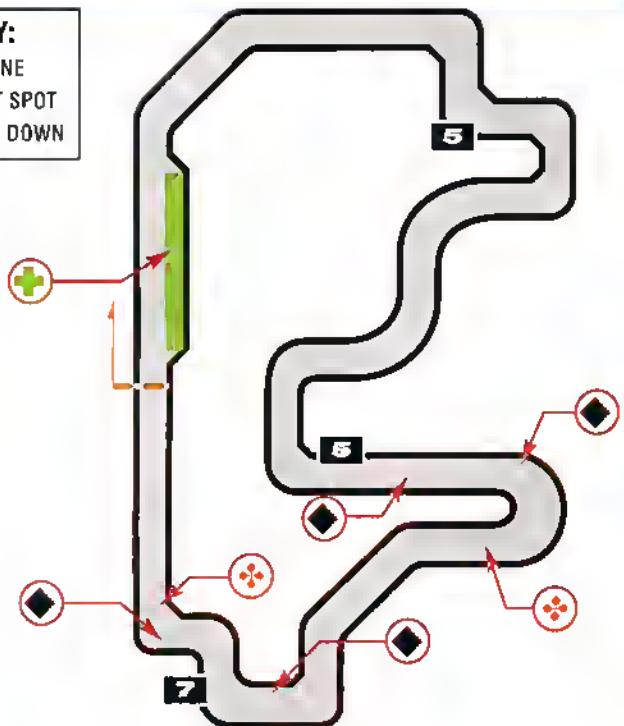
The sharpest corner of the course leads to the homestretch. When you get out of the corner, drift to the center to hit a Dash Plate for extra speed. Then veer to the left or right to hit another Dash Plate.

STARK FARM

FIRST CIRCUIT

MAP KEY:

- PIT ZONE
- BOOST SPOT
- SPEED DOWN



5 TWISTED BEGINNING



Stark Farm's First Circuit opens with two simple curves followed by a quick succession of four 90-degree corners. If you go around the first corner with too much speed, you may find yourself bouncing on the rails into the next corner.

6 SLOW SIDES



Some of the curves on the backstretch feature Speed Down areas on both sides. If you slide to the side, your deceleration will help you correct your course before you have a damaging collision with the rail.

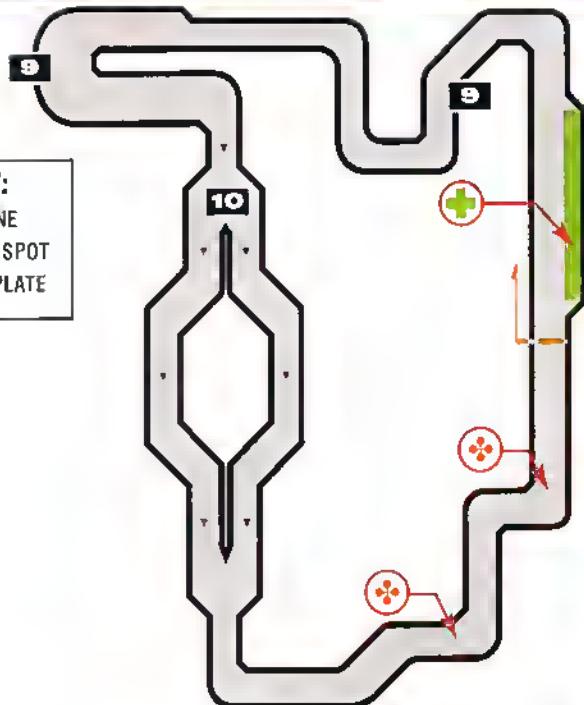
7 CURVE COLLECTION



The last set of curves includes several Speed Down areas. Tap the accelerator while making your way through the stretch and stay near the center. When you're out of the curves, hit the Boost.

EMPYREAN COLONY

DASH CIRCUIT



MAP KEY:

- ✚ PIT ZONE
- ✖ BOOST SPOT
- ▲ DASH PLATE

8 TURN ALERT



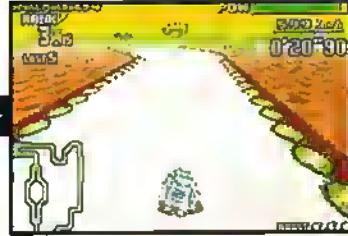
While you do earn a Boost with the completion of each lap, you should wait to use it until you have nearly finished the next lap. The curves at the beginning of the course are too sharp for boosted speeds.

9 ONE WIDE CURVE



As you head into the backstretch of Empyrean Colony's Dash Circuit, you'll take a 180-degree turn on a very wide section of track. You should have little difficulty executing the turn at close to top speed.

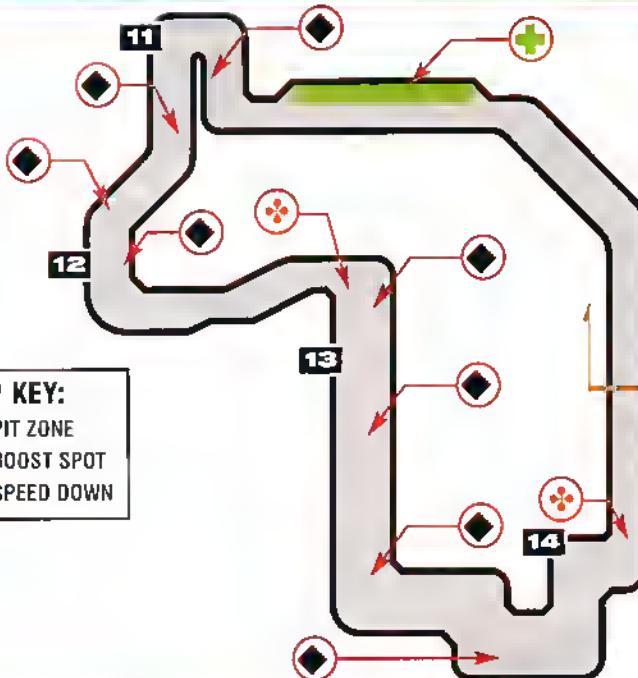
10 SYMMETRICAL SPLIT, BOOST BONANZA



The course splits into two equal, but opposite, sections on the backstretch. Both sections are relatively narrow and feature three Dash Plates. If you are behind another machine, you can veer away from its route at the split and try to pass without any danger of a collision.

STARK FARM

SECOND CIRCUIT



MAP KEY:

- ✚ PIT ZONE
- ✖ BOOST SPOT
- ◆ SPEED DOWN

14 BOOST INTO THE HOMESTRETCH



One of the best opportunities to Boost comes near the end of every lap. If you hit the Boost as soon as you clear the last sharp corner of the last lap, it may prove to be the difference between finishing first and second.

11 TRY NOT TO WRECK YOUR REPAIRS



Immediately after you have a chance to repair your machine in the Pit Zone, you'll encounter the most dangerous set of curves in Stark Farm's Second Circuit. If you're not careful, you'll hit the rail and follow your repair with a damaging blow.

12 SLOW ON THE SIDES



While the track is wide overall, some of the shoulders are covered with Speed Down areas. You may not hit the rail if you slide to the side, but you will lose speed.

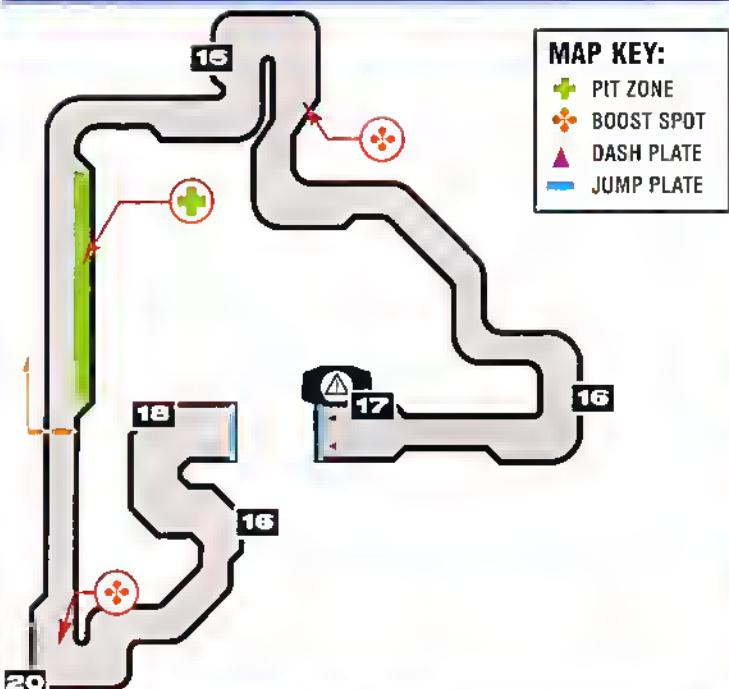
Midway through the backstretch, the track is split by a Speed Down area in the median. Veer left or right and try to keep on the smooth and speedy part of the track.



Much of the track is wide. If you can find a straight route through the zigzags, you'll gain on the competition.

CLOUD CARPET

LONG JUMP CIRCUIT



15 CURVE COMBINATION



The final course of the Pawn Series is the Cloud Carpet Long Jump Circuit. It begins with a 90-degree right/left combination followed by a sweeping 180-degree turn. If you're in danger of hitting the rail on that last turn, don't be afraid to tap the brake while you're correcting.

16 PASSING ZONE



The section between 90-degree turns on the backstretch is one of the best places on the Long Jump Circuit to pass other machines. If you don't go full tilt and try to make your move, your competitors will pass you by.



17 CAUTION: When you take off from a Jump Plate, focus on a safe landing. An off-course collision ends your race.

BOOST AND BLAST OFF



The only way to guarantee that you'll make it across the long jump is to approach it at top speed and hit one of the Dash Plates that precede the track-wide Jump Plate. Without the benefit of boosted speed, you could sink into the clouds mid-jump.

18 HIT THE GROUND TURNING



As soon as you land, be prepared for a wide 180-degree turn to the left. If you land on the right side of the track, head toward the center immediately and get close to the inside rail at the sharpest part of the turn. If you position your machine just right, you won't have to slow down for the curve.

19 IF YOU'RE NOT ZIGGING, YOU'RE ZAGGING



The 180-degree turn after the jump is followed by a 90-degree turn to the right, which leads to a narrowing section of track. On the last lap, you'll be gearing up for a final run to the finish there. Keep your concentration.

20 FRACTIONS OF SECONDS DETERMINE THE WINNER



The collection of curves at the end is incredibly tight. Drift into each turn by pressing the L or R Button and stay near the rail. If you have a Boost in reserve, hit it when you come out of the last turn.



21 ROCKET START: Go for a rocket-powered head start at the beginning of each race. Press and release the accelerator repeatedly as the "ready" message flashes, then hold the accelerator down when the race begins. If your timing is right, you'll blast off.



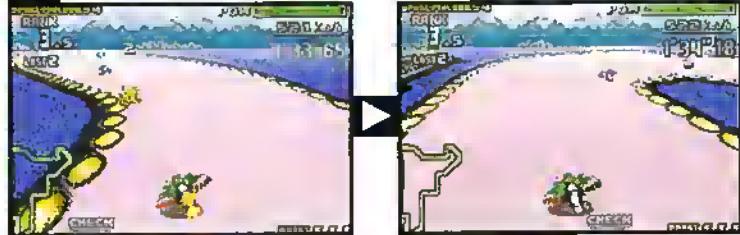
Rocket Start timing is different for every machine. The key is to hold down the accelerator at intervals that are long enough to warm up the engine without overheating it. If the engine overheats, you may dart forward like other machines, but then experience a severe slowdown a few seconds into the race.



KNIGHT SERIES

The competition is more fierce and the courses more unforgiving in the Knight Series, a five-track collection that will introduce you to new dangers such as crossing tracks, Explosive Traps and icy conditions. A good finish will require steady steering and tight control over your speed.

21 TAKE TWO SHARP TURNS, THEN BOOST



As you head into the backstretch of the Tenth Zone East Snake Circuit, you'll encounter a 90-degree turn to the left, followed by a 135-degree turn to the right. Practice cautious control along that collection of curves and position yourself for a Boost into the next section.

22 TURN, JOCKEY, TURN



Straight sections follow each of the 90-degree turns in the middle of the backstretch. After you come out of each turn, try to take advantage of the straight section by working around the competition.

23 STAY INSIDE



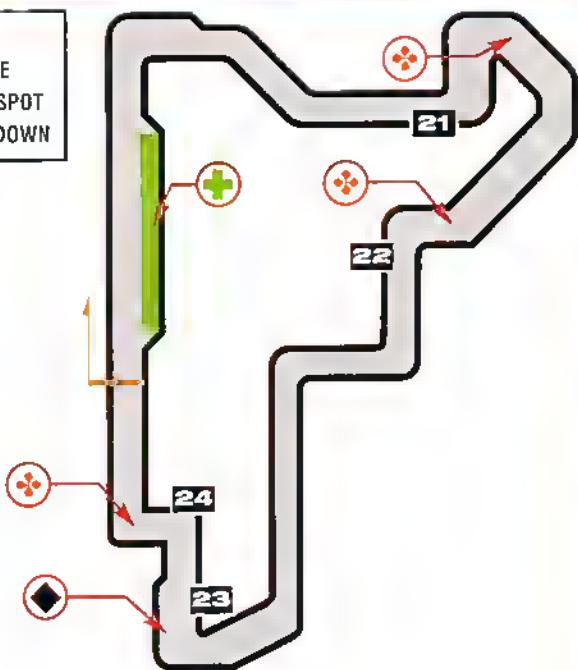
The backstretch closes with a 135-degree turn that features a Speed Down area on the left shoulder. Stay close to the inside rail. If you take the turn wide, you may lose momentum in the rough patch.

TENTH ZONE EAST

SNAKE CIRCUIT

MAP KEY:

- ◆ PIT ZONE
- ◆ BOOST SPOT
- ◆ SPEED DOWN



24 SHARP TURN SUCCESSION



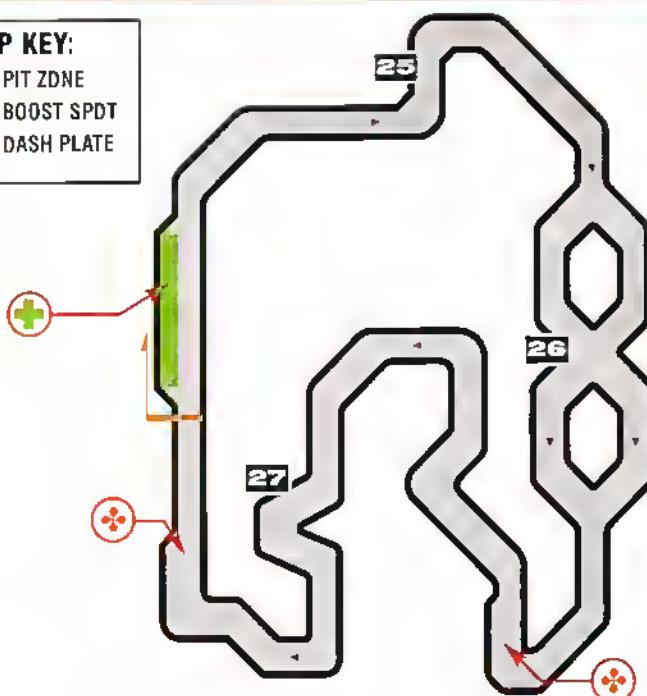
The last two 90-degree turns before the homestretch are so close together that you will be able to cut across both of them with a single move. Start wide right, veer left to graze the first corner, then go straight to the next corner.

BEACON PORT

CROSSROAD CIRCUIT

MAP KEY:

- ◆ PIT ZONE
- ◆ BOOST SPOT
- ◆ DASH PLATE



25 TO BOOST OR NOT TO BOOST



A series of three sharp turns follows the Beacon Port Crossroad Circuit's first Dash Plate. If you hit the Dash Plate, you will be more likely to lose control in the corners. Gauge your cornering skills and hit the plate only if you are confident that you'll be able to turn in time at boosted speed.

26 HIGH SPEED INTERSECTION



27 ZIGZAG SURPRISE

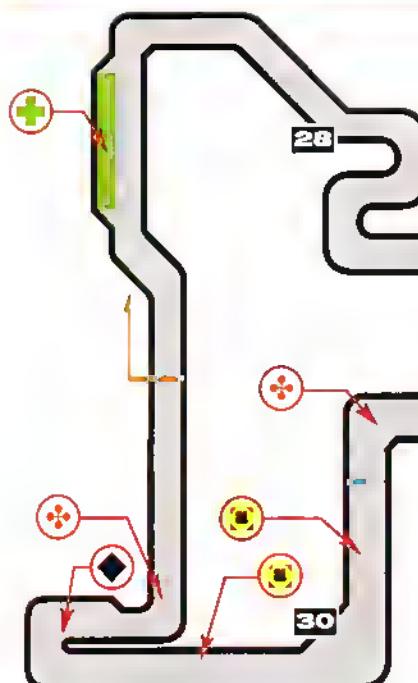


The track splits into a figure eight in the first part of the backstretch. Be sure to go straight through the middle of the eight and adjust your speed if you're headed for a collision with crossing traffic.

The tight turns between Dash Plates at the end of the backstretch could take you by surprise. You'll turn quickly to the right, then very sharply to the left. Exercise caution or risk a damaging collision with the rail.

SYNOBAZZ

EXPLOSIVE CIRCUIT



MAP KEY:

- ⊕ PIT ZONE
- ◆ BOOST SPOT
- ◆ SPEED DOWN
- JUMP PLATE
- CRATERS
- EXPLOSIVES

28 CORNER WITH CONFIDENCE



The first challenging section of the Synobazz Explosive Circuit is a series of two 180-degree turns—first right, then left. You'll be able to take the turns quickly and cleanly if you watch your speed and lean into them with the L and R Buttons.

29 EXPLOSIVE SWEEP



30 LAVA LEAP



The wide circular section of track on the backstretch is loaded with Explosive Traps. Weave around the dangerous obstacles. If you hit them, you'll lose speed and take damage.

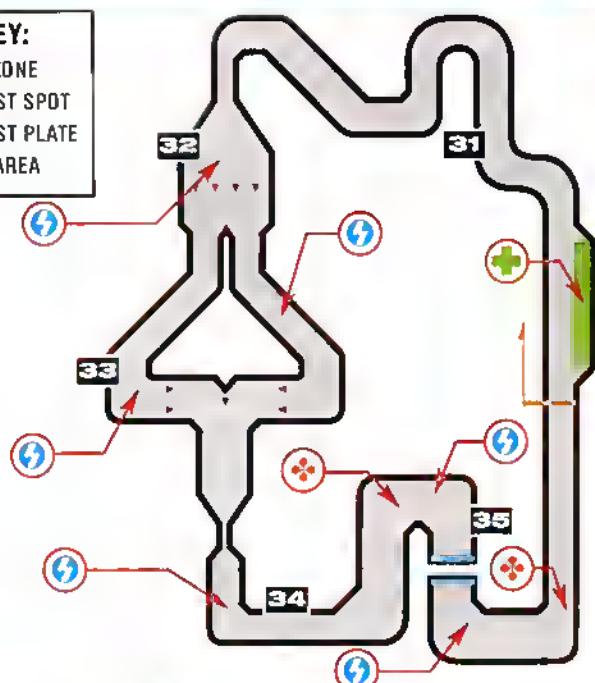
The last part of the backstretch is covered with damaging lava. Hit the Jump Plate on the right side of the track and veer to the left as you fly over the hot stuff.

ANCIENT MESA

SPLIT CIRCUIT

MAP KEY:

- ⊕ PIT ZONE
- ◆ BOOST SPOT
- ▲ BOOST PLATE
- ICY AREA



31 QUICK CURVE



32 BOOST ON ICE



The Ancient Mesa Split Circuit begins with a soft left/right curve combination. If you cut diagonally between the curves, you might be able to pass your opponents there.

There are four side-by-side Dash Plates at the beginning of the course's icy backstretch. As soon as you see them, target the closest one and go for it.

33 TURNING ON ICE CAN BE TRICKY



The fact that ice is slippery should come as no surprise. If you're not careful, you'll bounce from rail to rail after an icy turn and severely jeopardize your chances of crossing the finish line in one piece. You will maintain control if you execute a Blast Turn by tapping the accelerator as you go around the curve.

34 SLIPPERY DECISION



Some of the course's curves are icy on the inside and dry on the outside. As you tackle each curve, you'll have to decide if you want to cut the corner close and risk slipping or take it wide and lose some time.



When you reach the track-wide Jump Plate near the end of the circuit, you can cut across the next corner if you execute a Boost and hit the Jump Plate at an angle. That maneuver could put you ahead of the competition to stay.

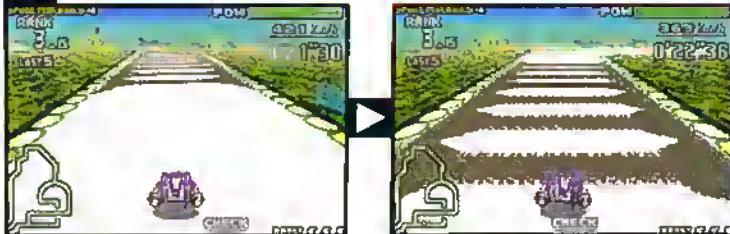


STARK FARM

THIRD CIRCUIT



39 MANDATORY SPEED DOWN



The end of the section that feeds from the right turn at the split features intermittent Speed Down areas that span the width of the track. You can execute a Boost here to minimize the impact of the rough spots.

41 A NARROW AND TWISTED PATH



The narrow path over the Speed Down areas begins to zigzag near where the split sections merge. Stay on the smooth section of the road but be prepared to turn sharply to the right at the merge.

36 EASE INTO IT



The collection of soft curves at the beginning of the Knight Series finale will be easy for you to maneuver through and may provide you with a chance to pass.

37 SPLIT DECISION



At the beginning of the backstretch, the course splits into two very different sections. You should sample both sections before you decide which one best suits your driving style.

38 SPLIT RIGHT TO JUMP AND TURN



The path that branches to the right from the split features three 90-degree turns with a Jump Plate and a gap between the second and third turn. Make sure that you are approaching top speed as you get close to the Jump Plate, and be prepared to turn sharply shortly after you land.

40 SPLIT LEFT AND THREAD THE NEEDLE



If you turn left at the place where the track splits, you'll find a wide section of track that is almost completely covered with a Speed Down area, except for a strip of clean track down the middle. Stay centered and pass with caution.

42 ROADS CONVERGE AND TWIST



You'll find three Dash Plates at the point where the split paths merge. Try to hit one of them, then straighten out and veer left. When the road twists, try to stay in the middle so that you can make a beeline to the 180-degree turn.



KEEP CHALLENGERS IN CHECK: If a competing machine is following you closely, you'll see the word "check" at the bottom of the screen. That indicates the competitor's position. You can block the machine by positioning yours directly in front of it.



The competition is fierce. No matter how well you do, there will always be rival pilots trying to get ahead of you. If you line your machine up with the "check" mark, you'll get a slight boost in speed when a rival hits you from behind.

BISHOP SERIES

After a warm-up race in Bianca City, the Bishop Series turns icy cold on Ancient Mesa's Skating Circuit—a slippery challenge that sets the stage for the rest of the expert-level races in the series. You must stay focussed to gain and maintain the lead.

43 TOP SPEED TURNS



After a pair of soft curves to the right at the beginning, you'll encounter a left/right "S" curve that looks more difficult to negotiate than it actually is. You will have no trouble soaring through the area at top speed.

44 TIGHT FINISH



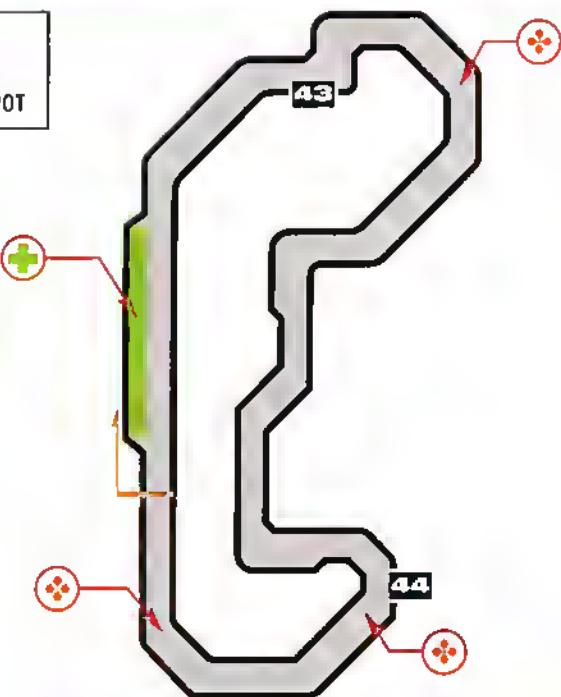
The lead-in to the last set of curves is a tight turn on a narrowing track. That's where disputed positions will be settled on the final lap. When you muscle-out in front of the competition, position your machine in front of the "check" mark and race into the homestretch.

BIANCA CITY

TIGHTROPE CIRCUIT

MAP KEY:

- ⊕ PIT ZONE
- ✖ BOOST SPOT

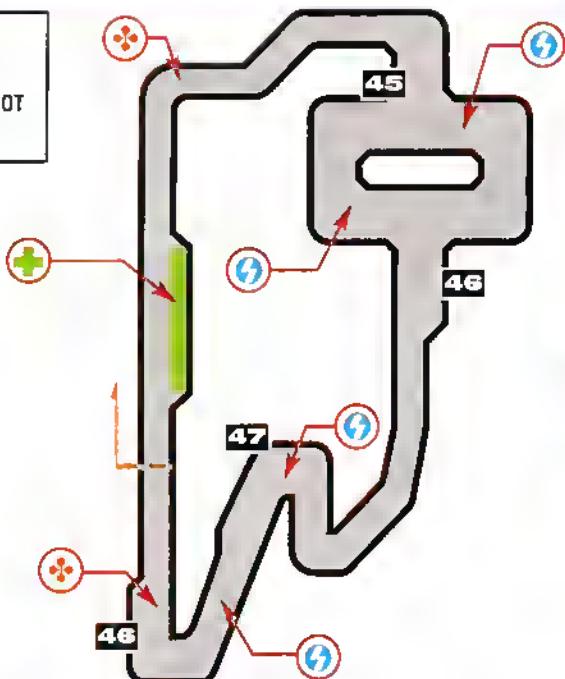


ANCIENT MESA

SKATING CIRCUIT

MAP KEY:

- ⊕ PIT ZONE
- ✖ BOOST SPOT
- ⚡ ICY AREA



47 TURN TRICK



The course concludes with two 180-degree turns on ice. If you want to keep your finger on the accelerator for the entire first turn, you can aim for the outside rail and bounce off of it into the back side of the turn. It's a risky move, but fast and fun.

45 MAINTAIN CONTROL ON THE ICE



The wide split-track ice field of Ancient Mesa's Skating Circuit is the most challenging section of the course. The only way to maintain control over your machine on the four consecutive 90-degree turns on the ice is to tap the accelerator quickly and repeatedly while steering.

46 NARROW IN ON THE COMPETITION



After you survive the wide ice field, you can make up any lost time on a straight, but gradually narrowing, section of track. It's one of only a few places on the track that are suitable for passing. Punch the accelerator, overcome your competition and get ready for a tight right turn.

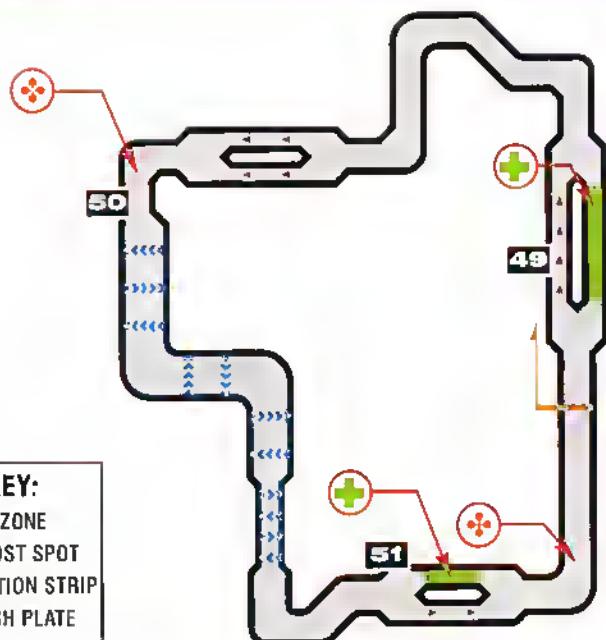
48 BLAST TURN AND BOOST



The last curve of the course is more complex than a standard 180-degree hairpin turn on ice. If you go wide and slide, you could get caught up on the rail. Be conservative, tap the accelerator and maintain control. Then Boost into the homestretch.

CRATER LAND

SKID ZONE CIRCUIT



MAP KEY:

- PIT ZONE
- BOOST SPOT
- ▼ MOTION STRIP
- ▲ DASH PLATE

49 TOUGH DECISION



Crater Land's Skid Zone Circuit is the only track with two Pit Zones. Both pits are on split tracks, with Dash Plate strips on the other sections of the splits. You can either repair your machine or blast off. At the beginning of the race, your machine will be in perfect shape. Veer left and hit the Boost Plates.

50 TRICKY TRACK



51 BOOST OR REPAIR



The backstretch features motion strips that push your machine to the sides. On wide sections, stay centered and ride them out. On narrow sections, try to turn against the flow.

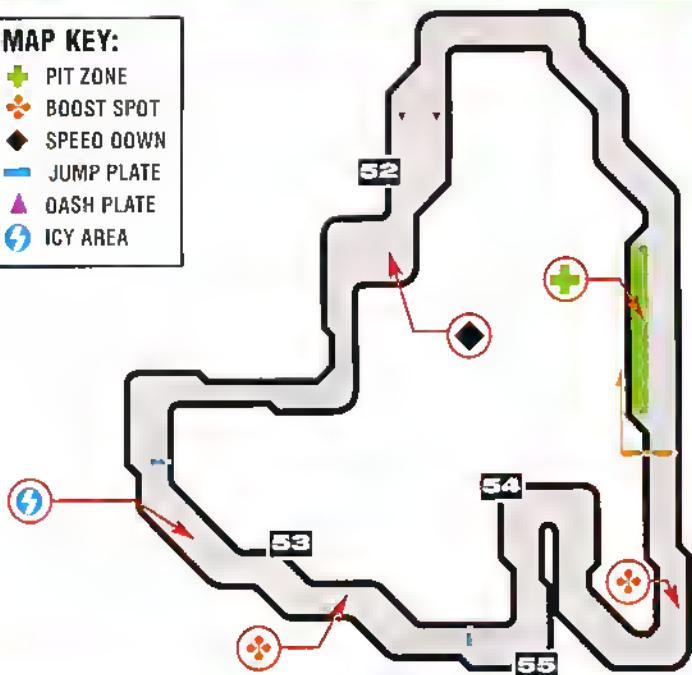
Heading for the homestretch, you can hit Dash Plates or repair in a Pit Zone. If you had a hard time with the motion strips, you should take the opportunity to power-up.

CLOUD CARPET

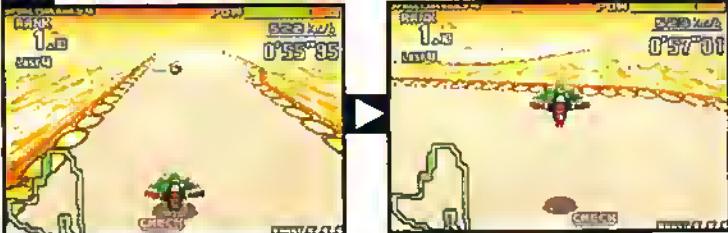
ICARUS CIRCUIT

MAP KEY:

- PIT ZONE
- BOOST SPOT
- ◆ SPEEDO DOWN
- JUMP PLATE
- ▲ DASH PLATE
- ⚡ ICY AREA



55 HIGH SPEED SHORTCUT OVER TIGHT TURNS



52 BOOST AT YOUR OWN RISK



It's hard to pass up a Dash Plate—they can catapult your machine past the competition. But, if you hit one of the plates that leads into the backstretch, you may head straight into a Speed Down area.

53 EASY ICE

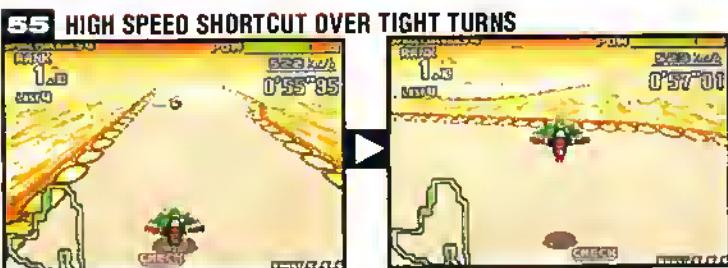


54 FINAL CHALLENGE



The icy section on the Cloud Carpet Icarus Circuit is nothing like the slidefest of slippery turns on the Ancient Mesa Skating Circuit. Keep going and don't overcorrect.

A lot of courses feature several sharp turns that feed into the homestretch. The Cloud Carpet Icarus Circuit is no exception. Don't make a mistake. Use Blast Turns and head for the finish.



Immediately after you come out of the ice, you'll reach a Jump Plate. If you're racing at your top boosted speed, you can get enough air off the Jump Plate to vault over the rail and land midway through the last turn. A successful jump will shave several seconds off your time.

BIANCA CITY

ULTIMATE CIRCUIT

MAP KEY:

- PIT ZONE
- BOOST SPOT
- SPEED DOWN



56 TURN AND TURN AGAIN



Not long after you launch into the Bianca City Ultimate Circuit, you'll see the next section of track, running parallel to the section that you are on. That means that you're about to experience a 180-degree turn. It's followed by a sharp turn to the right. Be careful and use the Blast Turn technique.

57 HARROW LEFT, HARROW RIGHT



Heading into the backstretch, you'll veer left into a narrow section, then right into another narrow section. Your goal should be to do a minimal amount of steering through those areas. Stay centered and make only minor adjustments.

58 TURN, TURH, TURH



The track is wide, but twisty, in the middle of the backstretch. Execute a Blast Turn on the 180-degree hairpin to the right, then hit the accelerator and go inside on the consecutive 90-degree turns to the left.

59 TIGHT AND TWISTED



The second half of the backstretch is narrow and packed with turns. If your machine is good at cornering, you won't have to brake, but you may have to ease off of the accelerator in some of the tighter spots.

60 HAIRPIH AND HOMESTRETCH



The sharpest turn of the course leads into the homestretch. It's a perfect candidate for an accelerator-tapping Blast Turn. Stay on the inside, then execute a Boost immediately after you clear the curve.

61 ZIGZAG, DON'T SLOW DOWN



Speed Down areas are scattered on the left and right shoulders of the homestretch. The only way to maintain top speed through the section is to zigzag around the gray patches.



BLAST TURN: The suspended courses of F-ZERO Maximum Velocity feature more than their share of sharp turns. The best way to avoid a rail bounce on a tight corner is to tap the accelerator quickly and repeatedly. You'll maintain speed and control.



The tight turns of the Grand Prix are designed to separate the pros from the wannabes. If you hit the rail on a sharp corner, you may bounce into the next rail and lose both power and position. Press the accelerator repeatedly while turning toward the inside for better results.

QUEEN SERIES

The only way to enter the Queen Series is to prove your mastery of the Pawn, Knight and Bishop Series. When you complete each of those series with a setting of Expert Class difficulty, you'll be able to advance to the ultimate five-course challenge.

63 SOAR OVER SPEEDO TRAPS



Immediately after the 90-degree turn, you'll hit a Jump Plate on the inside part of the track that will launch you over a Speed Down area. Drift to the outside in midair. Then when you land, hit another plate and drift to the inside.

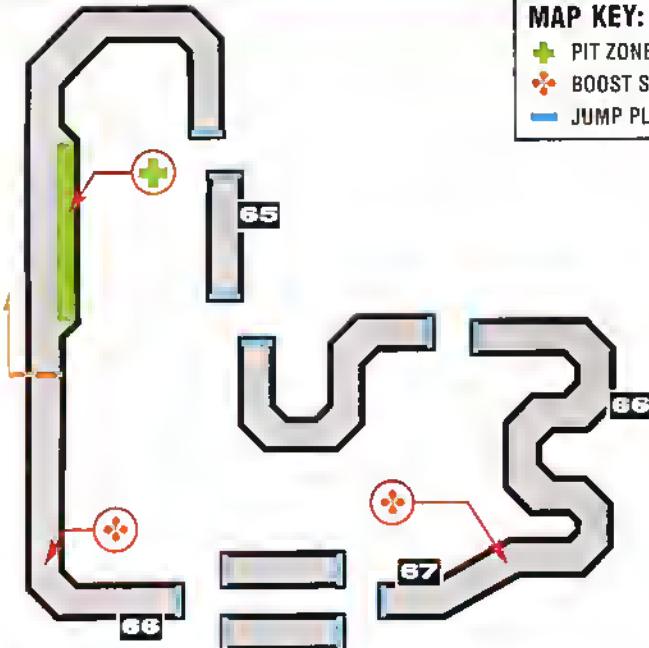
64 SLIP PAST EXPLOSIVES



The Explosive Traps on the backstretch are staggered—first inside, then outside. When you slalom around the traps, you'll end up on the outside part of the track with the last turn in your sights. Cut inside, then Boost to the finish line.

TENTH ZONE EAST

PLUMMET CIRCUIT



MAP KEY:

- PIT ZONE
- BOOST SPOT
- JUMP PLATE

67 M10-AIR SPLIT



You can go left or right after the fourth jump. There are short floating platforms in either direction. If you follow the competition, you should either pass on the platform or stay back. You don't want to go side-by-side in the air.

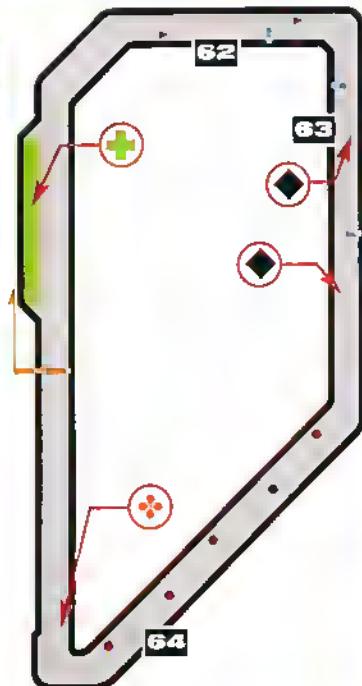
CRATER LAND

LOOP CIRCUIT

62 BOOST, BLAST AND CO



After you hit the second Dash Plate on the Crater Land Loop Circuit, you'll approach a 90-degree turn to the right. Use the Blast Turn technique to go inside on the corner.



65 ANCLEO AERIAL ACROBATICS



Nearly every Jump Plate and landing zone on the Tenth Zone East Plummets Circuit are offset from each other. In most cases, you won't even see the landing zone until you're airborne. Look for the brightly lit patch of track in the distance and adjust your trajectory so that you will land on solid ground.

66 SERPENTINE SECTION



After the third jump, you'll soar through a winding section where you will be able to gain ground on the competition if you execute Blast Turns and stay inside on every curve. It's one of only a few places where passing is practical.

66 AIR TRAFFIC CONTROL



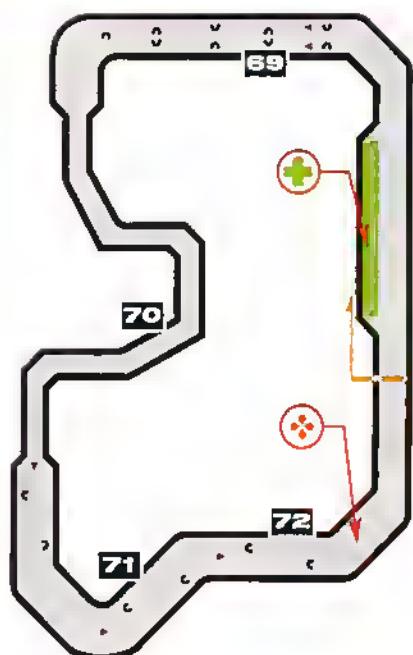
The midair merge after the fourth jump can be tricky. If a machine is flying in from the other ramp, try to predict its path and work your way around it. Of course, you could also gamble and try to knock your opponent out of the race, but that's not recommended.

EMPYREAN COLONY

TWIST CIRCUIT

MAP KEY:

- PIT ZONE
- BOOST SPOT
- DASH PLATE
- TWIST PLATE



69 DON'T TWIST, BOOST



Twist Plates are small turntables that are imbedded in the track. If you hit a Twist Plate, your machine will turn unpredictably for a moment, leaving you dizzy and disoriented. Steer around the Twist Plates after the first set of turns and try to hit one of the Dash Plates that follow.

70 NARROW BACKSTRETCH



The back half of the Empyrean Colony Twist Circuit is very tight and twisty. There is no room for error on the sharp turns. Use the Blast Turn technique to avoid sliding and brake if you're in danger of hitting the rail.

71 BLAST OFF AND GO WIDE



The wide curve on the section that leads into the homestretch features a Dash Plate in the center and a Twist Plate on the inside. When you hit the Dash Plate, follow the outside rail. Take the next turn wide left to avoid another twister.

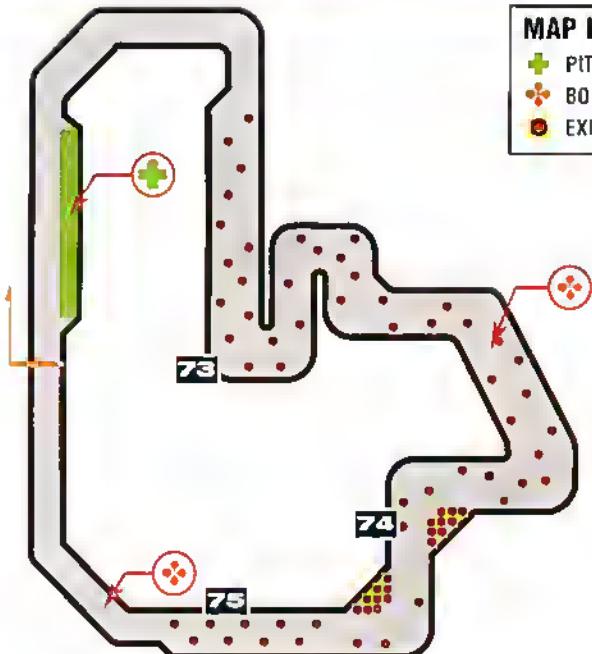
72 STAY CENTERED, THREAD THE TWIST PLATES



You'll hit one more Dash Plate while you're heading into the homestretch. Stay in the center of the track immediately after you soar off the plate. You'll pass one Twist Plate on your left and another one on your right.

FIRE FIELD

LANDMINE CIRCUIT



MAP KEY:

- PIT ZONE
- BOOST SPOT
- EXPLOSIVES

73 EXPLOSIVE SITUATION



The Fire Field Land Mine Circuit is, predictably, loaded with Explosive Traps. The straight sections are easy to navigate with slight adjustments in the center, but the curves are more challenging. You may have luck by following a competitor. If there's a trap nearby, that machine will trigger the mine and take the damage.

74 BOMB CONCENTRATION



The inside sections of two curves on the backstretch are covered with close-knit Explosive Traps. If you go inside, be very careful.

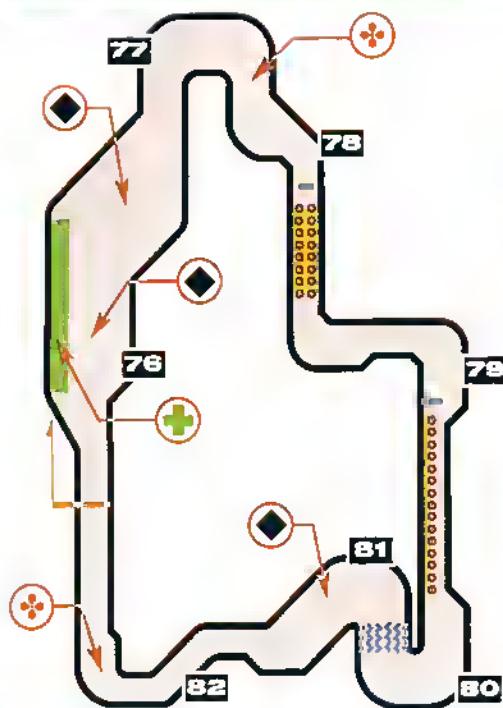
75 EASY ENDING



The last Explosive Trap-laced section is much easier to navigate than the rest of the backstretch. Stay centered and make minor adjustments.

FIRE FIELD

WARRIOR CIRCUIT



MAP KEY:

- PIT ZONE
- BOOST SPOT
- SPEED DOWN
- JUMP PLATE
- MOTION STRIP
- EXPLOSIVES

76 SPLIT AT THE PIT



A massive Speed Down area in the middle of the road splits the track into two paths at the beginning of the Fire Field Warrior Circuit. The path on the left contains the Pit Zone. The path on the right is wider and may be less crowded.

77 A BIG 180 AND A BEELINE



After the Speed Down area ends, you'll take an easy 180-degree turn into a wide section of track that will get narrow in a hurry. Once you're out of the turn, position your machine so that you will go straight into the narrow section.

78 JUMP INTO A MINE FIELD



When you reach the narrow section, you'll blast off a Jump Plate, flying over the better part of an Explosive Trap-filled area. Unless your speed is at the top of the dial, you'll land amongst the traps. Stay centered.

79 CORNER INSIDE AND JUMP



After passing the first group of Explosive Traps, you'll go left, then right and jump over more traps.

The sharpest corner of the course comes at the end of the backstretch. Blast-Turn and go right.

81 MOTION TO THE CENTER



The Motion Stripes after the sharp 180-degree took like they might be trouble, but they actually keep you away from the rail. Let them push you into the center and keep your forward momentum.

82 TWIST INTO THE HOMESTRETCH



After you twist around some angular Speed Down areas, you'll twist again on a narrow section of the track. When you get out of the zigzag turns, you'll have one last chance to pass your competitors before the lap is over.



SOFT LANDING: When you launch off Jump Plates, you can get a slight boost in speed and fly over dangerous obstacles. The key to a soft landing is to press Down on the Control Pad just before you touch down.



After you hit a Jump Plate, you can maneuver freely in the air and seek out a good place to land. If you land hard, you'll lose energy. Press Down on the Control Pad while you're coming in for a landing to absorb the shock and continue with out a power loss.

CHAMPIONSHIP CIRCUIT

When you are registered in the rankings of every race in every series, you'll unlock the Championship Circuit—one final race that pulls out all of the stops. It's got ice, Speed Down areas, Explosive Traps and a ton of tricky turns. Have fun!

83 IF IT'S NOT ONE THING, IT'S ANOTHER



After you zigzag through a field of Explosive Traps near the beginning of the circuit, you'll soar into a 180° turn. Don't let that one-two combo phase you. Blast-Turn and keep moving.

84 ROUGH SPOTS



Speed Down areas cover the first section of the backstretch. Weave onto the clean track.

85 BOOST INTO ICE



You'll find Dash Plates at the opening of the course's wide and icy section near the homestretch. If you execute Blast Turns, you'll be able to get through the ice without hitting the rails.

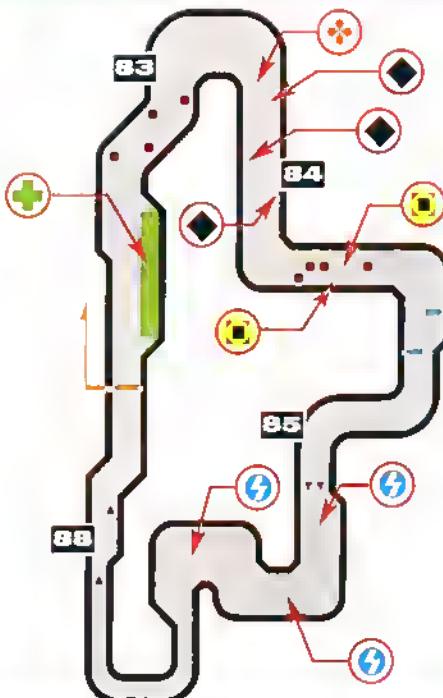
86 FINISH FAST



The Dash Plates on the homestretch will carry you to the finish with the needle in the red.

SYNOBAZZ

CHAMPIONSHIP CIRCUIT



MAP KEY:

- PIT ZONE
- BOOST SPOT
- SPEED DOWN
- JUMP PLATE
- DASH PLATE
- ICY AREA
- EXPLOSIVES

MULTIPAK LINK

With F-ZERO Maximum Velocity, you can engage in a multi-player race with up to four players at once. The Multipak Link requires as many systems and Game Paks as there are players, along with Game Boy Advance Game Link Cables to hook them together. When you're ready to race, you can challenge your friends on any course that is unlocked on one of the Game Paks.



Race on any circuit that at least one of the players has unlocked.

SINGLE-PAK LINK

With multiple GBA systems, GBA Game Link Cables and a single Game Pak, you can engage in a multiplayer game that downloads a single course to the other systems: the Silence Open Circuit.

87 SLOW SHOULDER ON THE 180



The tightest turn on the track features a Speed Down area on the outside shoulder. Go inside and Blast-Turn to avoid the rough stuff.

88 STRAIGHT JUMP



Take off from the Jump Plate to catch some air and a little more speed.

There are two Dash Plates on the home-stretch. Hit them both.

SILENCE

OPEN CIRCUIT



MAP KEY:

- PIT ZONE
- BOOST SPOT
- SPEED DOWN
- JUMP PLATE
- DASH PLATE

SPEED AND FURY

F-ZERO Maximum Velocity is a high-speed headrush. When you master all of the right moves, you'll stand alone as the game's top pilot.



the
legend
lives

on

Castlevania

Circle of the Moon

all new for the Game Boy® Advance



Use over 80 spell effects



Destroy Dracula's minions



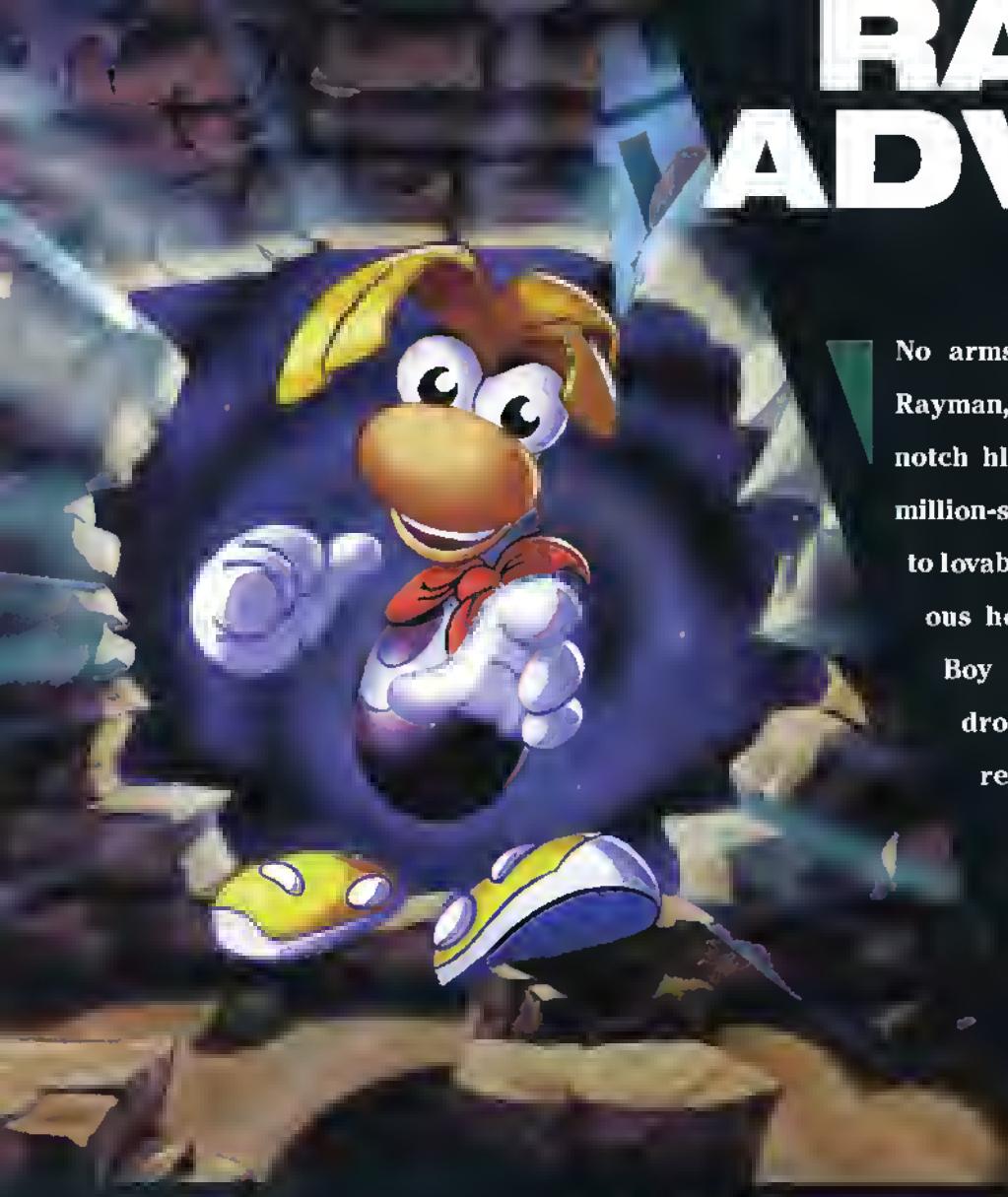
Choose from 5 sub-weapons



GAME BOY ADVANCE



RAYMAN ADVANCE



No arms. No legs. All action. Ubi Soft's mascot, Rayman, has no limbs, but he has a surefire, top-notch hit on his free-floating hands. The original, million-selling side-scroller that introduced gamers to lovable Rayman and his fast-paced brand of furious hop-and-collect action resurfaces on Game Boy Advance, and it's surely one of the most drop-dead, dazzling displays of color and surreal graphics to hit the system so far.

GENRE: ACTION

PLAYERS: 1

RELEASE: JUNE 2001

WEBSITE: UBISOFT.COM



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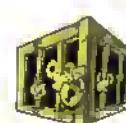
RAYS OF HOPE

Though he doesn't have a leg to stand on, you can give Rayman a leg up on the competition by hunting down the following items. Each helpful goody will definitely brighten up your dangerous trek to Mr. Dark.



1-UP TROPHY

Snag the Rayman trophy to earn one extra life.



CAGE

Free imprisoned Electoons by punching open their cages.



MAGICIAH

Find the mini-game magician to compete for a 1-up.



HEALTH BALL

Nab a power-up to refill or boost your life meter.



BLUE TINGS

For every 100 Tings you collect, you'll win a 1-up.



MAGIC FIST

Increase your punching speed or power with a fist power-up.

GAME MAP

When you finish a level in Rayman, the game's map will appear. Each medallion on the map represents a level, and each pink ball on a medallion represents the number of Electoon Cages you've found in the level. Every level contains six cages, and you must break open every cage to unlock the final area in the game, Candy Chateau.



nintendo.com



NINTENDO POWER ADVANCE

ANGUISH LAGOON

To find all the cages in the first stage of Anguish Lagoon, you'll need the grappling ability from Bongo Hills (see page 65). Use the ability to latch onto the pink hoop shown on the map below, then swing left. If you land on the treetop, you'll summon the hidden cage by the start.

4 SWINGING, BABY, YEAH!

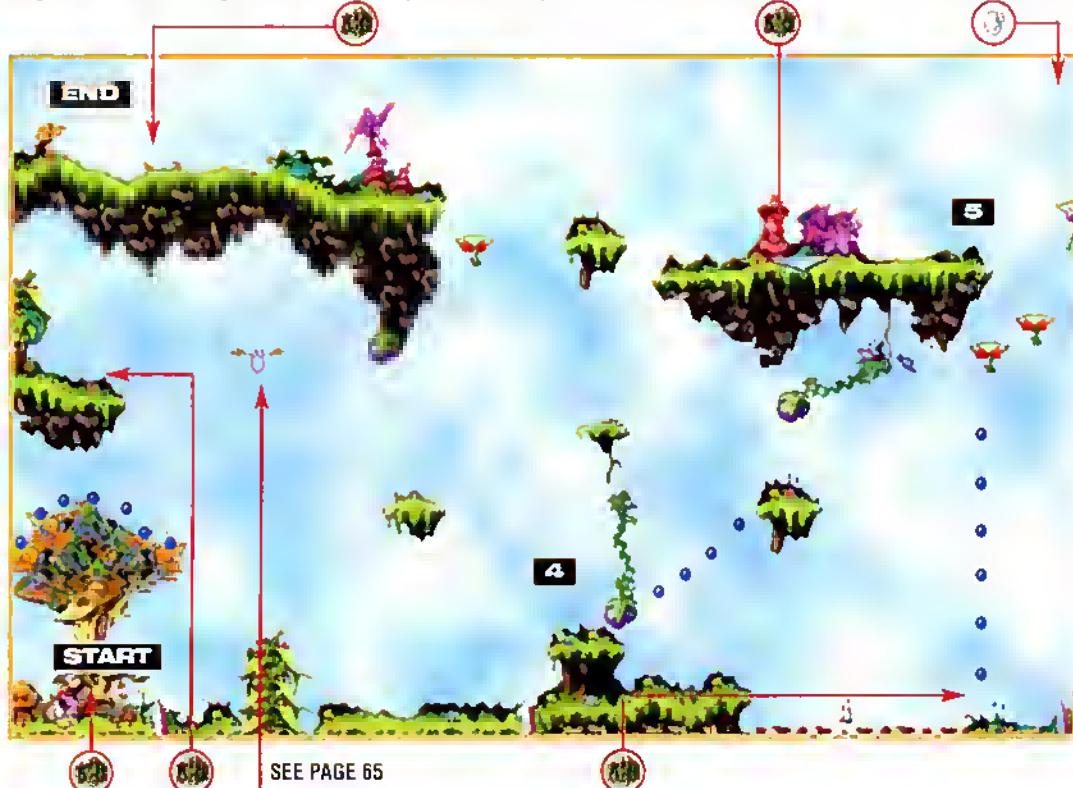


Punch the dangling plum to make it swing back and forth. Hop onto the swinging plum to reach the overhead ledges to either side of you.

5 LEAP OF FAITH



Stand by the 5 on the map below, then jump off the ledge so you sail through the tiny sparkle that glitters to the right of the ledge. When you fly through it, you'll make a cage appear on the ledge. You'll also make a floating platform appear beneath you. Jump from the platform to reach a Golden Fist power-up.



6 MOSKITO REPELLING



Before free-falling to point 6, where Moskito lurks, hop onto the plum and swing into the Magic Fist power-up. With the extra wallop the power-up packs, you'll be able to bash the game's first boss. Punch him repeatedly and jump out of the way or duck when he charges.

FLYING LOW



When you've befriended Moskito, you'll pilot him across the swamp. Have a safe flight by dodging thorns and obstacles and fly low to snag a 1-up Trophy.

PUNCH THE BANDIT



Keep throwing punches while riding Moskito to fend off incoming enemies. When you approach the armed bandit's perch, sock it to him so you can fly by safely.

SWAMPS OF FORGETFULNESS

In the first stage, you'll meet Tarayzan, who'll give you seeds that sprout into platforms. You can plant seeds only in Tarayzan's level, and he'll give them to you if you retrieve his shorts from the tree.

TARAYZAN'S MAGIC SEEDS



Stand near the exit sign and plant one of Tarayzan's magic seeds by pressing the R Button. Quickly hop onto the floating platform that blooms, since the pond will immediately flood the area. Plant seeds and jump from platform to platform to work your way to the top of the stage and escape the rising water.

A RIDE TO THE 1-UP



While riding the final swinging plum, face left and punch the plum overhead. When it lands in the water, ride it to the right to claim a 1-up.

PLUM PLOP CROSSING



If you punch the plum that dangles above an explorer's head, the fruit will land on his noggin. As long as you've plopped a plum onto an explorer's head, you'll be able to stand on his fruit-topped melon without taking damage. Hop from plum-headed explorer to plum-headed explorer to cross the tiny isles.

JUMP ON THE HAND



Jump on the hand by the entrance to Stage 2. When you land on it, an Electroon cage will appear at the end of the ledge.

NOOP DREAMS



Remember the locations of winged hoops. As soon as you earn the grappling ability, you'll be able to swing from the hoops to reach new areas.

ROOTIN'-TOOTIN' RAYMAN



Armed bandits often guard cages. Your fist won't harm the shooters if you punch their pistols, so attack when their guns aren't drawn.

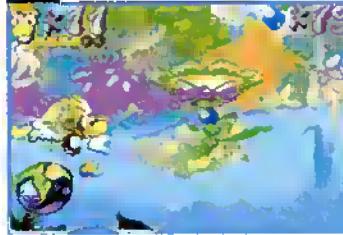


7 TO THE TOP OF THE VINE



Leave the plum where it hangs and jump on top of it, then climb to the top of its vine. When you return to solid ground, a cage will appear.

8 RIDING THE PLUM



Hop back onto the plum, face left, throw a punch, then duck so your fist propels the plum to the right with you on top of it. Jump off at point 8.

9 FLOATING PLATFORMS



Leap for the blue Ting shimmering to the right of the magician's platform to make several floating platforms appear.

10 HAMMER TIME



You can reach the exit by riding a plum across the water. During your voyage, jump or duck to dodge the pounding hammers that fly by.

MOSKITO'S NEST

The previous level, the Swamps of Forgetfulness, has apparently taken its toll on Mosquito. No longer your pal, your former friend will challenge you to a fight at the end of the level.

FISH FISTICUFFS



Keep punching while riding the plum to whack the flying fish.

11 TO THE TOP OF THE TREE



As soon as you start Stage 2, do an about-face and hop on top of the mushroom tree. Jump from the treetop to the thicket of mushrooms hanging overhead. Grab the energy power-up floating above the branch, then hop back to the ledge. When you touch down, a cage will be waiting for you at the edge of the cliff.

12 THORN IN YOUR SIDE



Slip past the swinging spike by jumping over it as it begins its downswing toward you or by ducking under it as it shifts into its upswing.

UPHILL BATTLE



When you hop to the tiny island in front of the uphill slope, jump to the vine to the right. Sock the plum that hangs over the island, then punch the Irwin uphill until it takes the plunge over the edge. Once the plum lands by the exit sign, jump on top of the fruit and propel yourself left so you can surf to the 1-up Trophy nestled beneath the uphill slope.

LEAVE IT WITH A FAT LIP

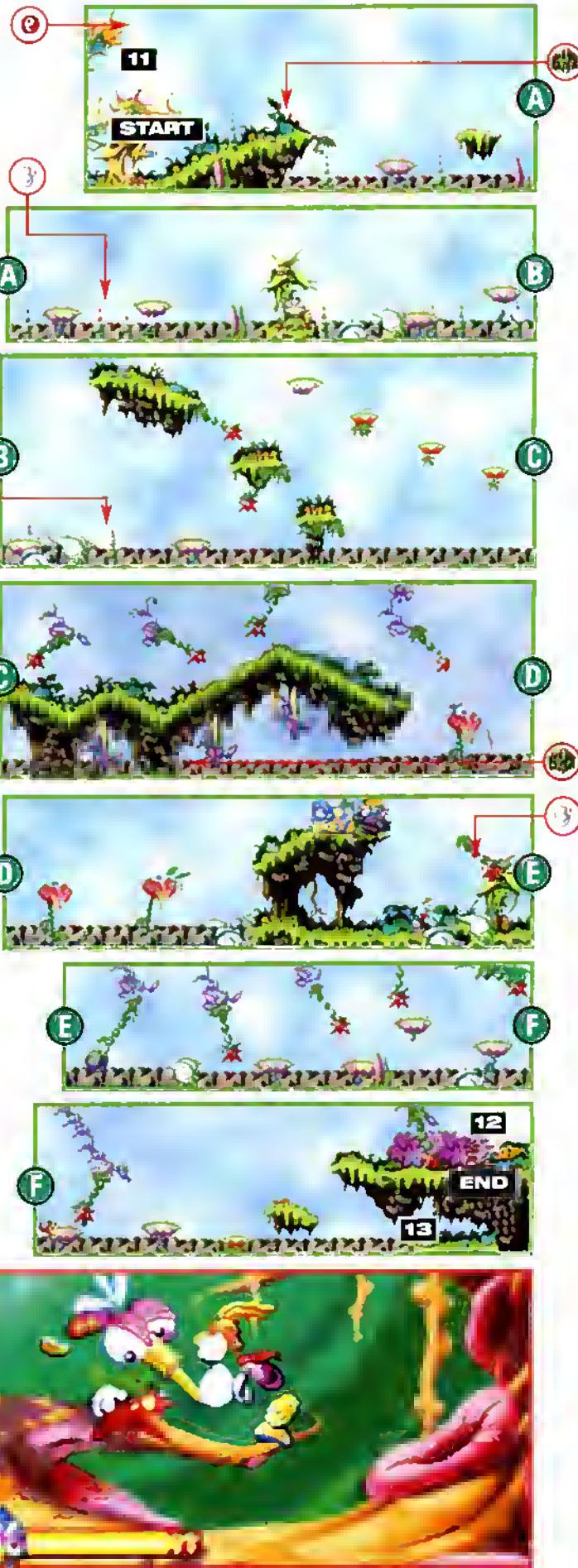


Punch the tentacle in the lip, then jump over its body when it deflates.

13 END OF THE LINE



Punch the plum at the end of the level and knock it off the ledge. Hop aboard, then sail the plum to the right to grab a 1-up.



In your second battle with Mosquito, the pest will drop spiked balls that will bounce across the arena. Mosquito will zoom in from the left or right side of the arena, so center yourself in the area so he can't catch you off guard. Punch him as he flies by and dodge his bombs.



BAND LAND

The second world in Rayman's journey forces you to face the music as the high-strung instruments and sour notes of Band Land try to beat you like a drum. To orchestrate a successful trip through the musical world, you must evade mad maracas, gong bongos and razor-edged sharp notes.

BONGO HILLS

Peeking through the clouds, the sky-high hills of the first stage aren't for those with a fear of heights. You must use clouds as stepping-stones, and some will disappear seconds after you set foot on them, so be light on your toes.

DOUBLE-BACK TO THE START



A 1-up will appear to the left of the start when you approach the green maraca.

A WALK IN THE CLOUDS



The leftward bound cloud leads you to a cage on top of a drum.

14 POINTING THE WAY



Look for Ting formations, which often point out cage and power-up locales.

15 BEWARE OF SPIKES



Steer the maraca in a zigzagging pattern to navigate the spiked obstacles.

16 GOING DOWN



Since the green bug will duck your attacks, crouch down after throwing a punch to guide your fist on a low-flying return trip that will smack the pest on the way back.

WOODWIND WALKING



Once you've earned the grappling ability and helicopter power, you'll be able to reach the third level's only cage. Below it, navigate the oboes to scoop up the Tings and energy power-up.

LOCKED IN

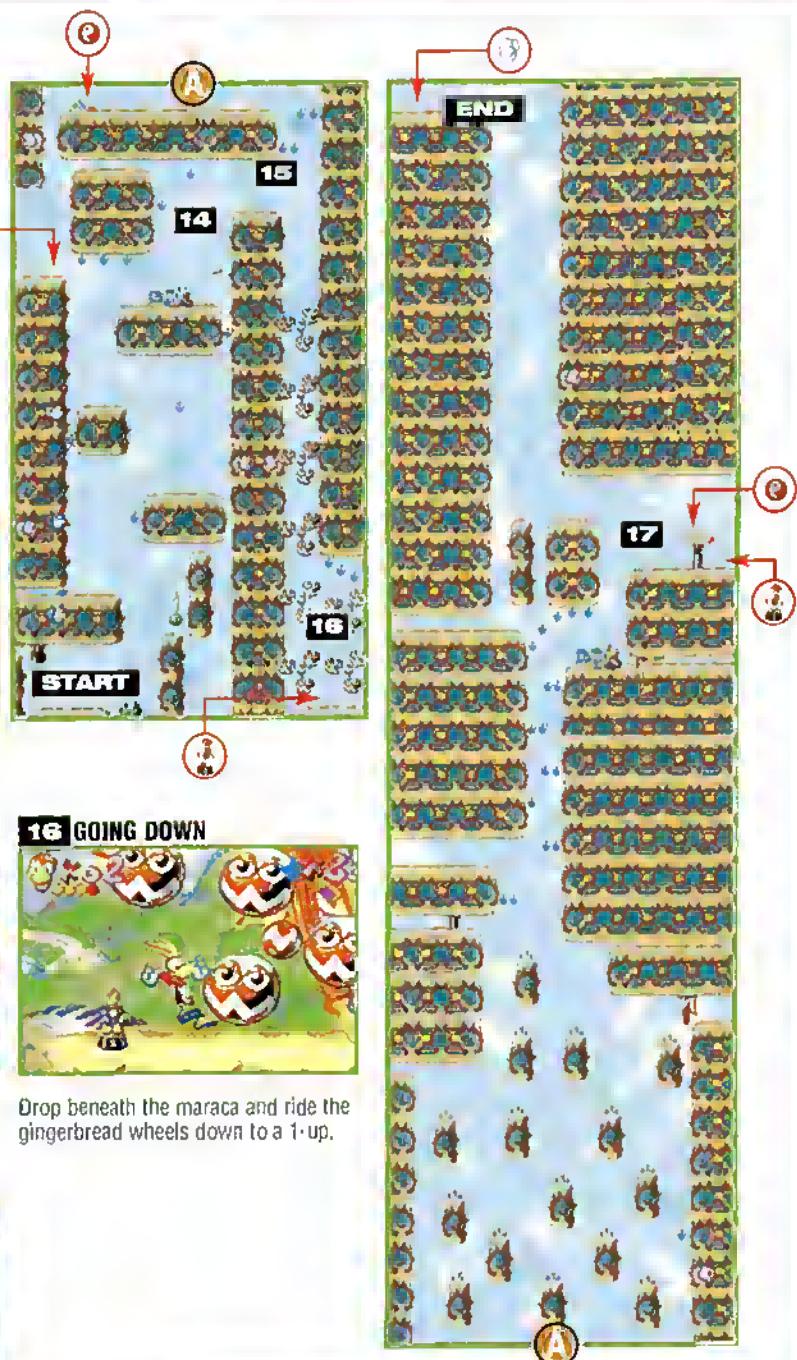


Three spiked balls will barricade you in a dead-end with a green bug. Exterminate the bug, then walk to the left side of the dead-end to make a 1-up appear behind you.

FLYING BLUE ELVES



In the fourth stage, you'll meet blue elves who'll shrink you or restore you to normal size. Shrink down to squeeze into tight spots that you normally wouldn't be able to reach.



SPECIAL MOVE: In Bongo Hills, Betilla will give you the grappling ability so you can swing from the pink hoops.

GRAPPLING ABILITY



With the grappling ability, you'll be able to swing like Tarzan from the pink hoops. Jump up, then hurl your fist at a pink hoop to latch on. You'll swing back and forth on a magical tether until you hit the B Button to let go. Use the power to swing to faraway platforms and objects.

ALLEGRO PRESTO

Like the musical term that Band Land's second world is named after, Allegro Presto plays fast. As you slip and slide up and down the slopes like a roller coaster, try not to lose control—or too much speed.

RAYMAN'S ROLLER COASTER RIDE



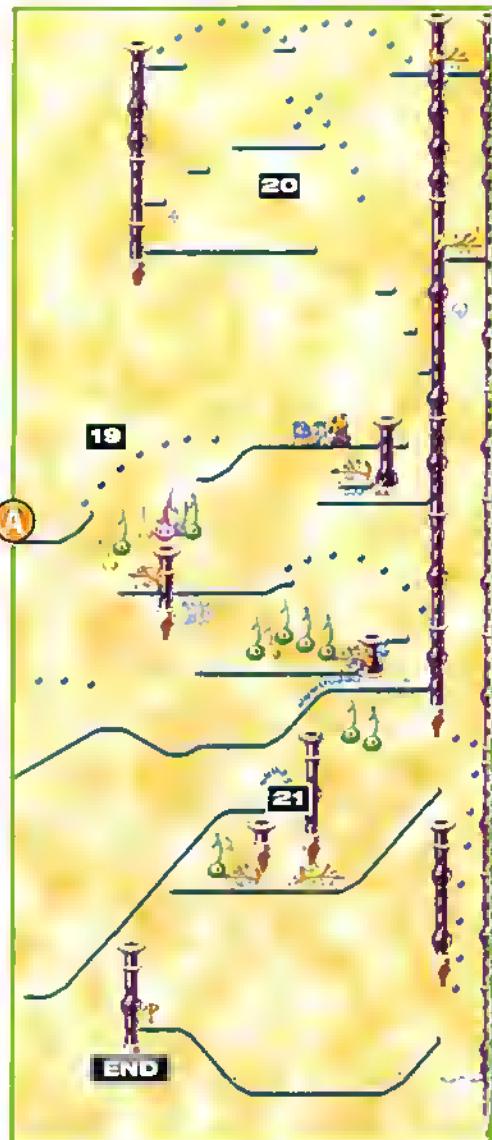
When you slide toward a break in the track, hit the A Button to jump so you'll clear the gap. You'll want to fall into one gap, though. Drop into the hole to the left of the cloud you must use to reach a cage. The hole leads to a lower track, and you'll find another cage there.



If you let the bugles blow their horns at you, their hot air will propel you.



Jump when you launch toward 19, then jump before landing.



20 SKY-HIGH TINGS



Head up from the photographer's checkpoint to reach more Tings.

21 TAPS IN STEREO



Duck when you land and stay low when you walk past the two blaring bugles.

UPHILL AND DOWNHILL



Your momentum will carry you across the diagonal platforms.

BEHIND THE MUSIC



Leap from the monk's accordion to the clouds to reach the high-up exit.

UP THE BONGO CLIFF



Duck the notes, then leap from the track's end to scale the bongo.

TAKE THE LOW ROAD



Descend the bouncy clouds, then take the downhill slope to a power-up.

HELICOPTER HAIR



The helicopter ability enables you to hover for short periods of time. Hit A once to jump up, then tap A while in midair to spin your hair around like a helicopter blade. Use the temporary gift of flight to glide across crevasses and to save yourself from miscalculated jumps and landings.



SPECIAL MOVE: At the end of Allegro Presto, Betilla will grant you the helicopter ability.

GONG HEIGHTS

Band Land keeps taking Rayman to new heights, and the third level sends him even higher into the heavens. Populated by floating monks, Gong Heights will have you meditating on survival, since one false step will send you into a fatal free fall. Use your helicopter ability often to avoid taking tragic tumbles.

22 ON TOP OF THE FIRST OBOES



After passing the first set of oboes, jump onto the nearby monk's bongos to navigate the clouds above. Before the clouds disappear beneath your feet, jump left to the oboe. A cage will appear when you land on the instrument.

23 A COOL RIDE TO AN ELECTOON CAGE



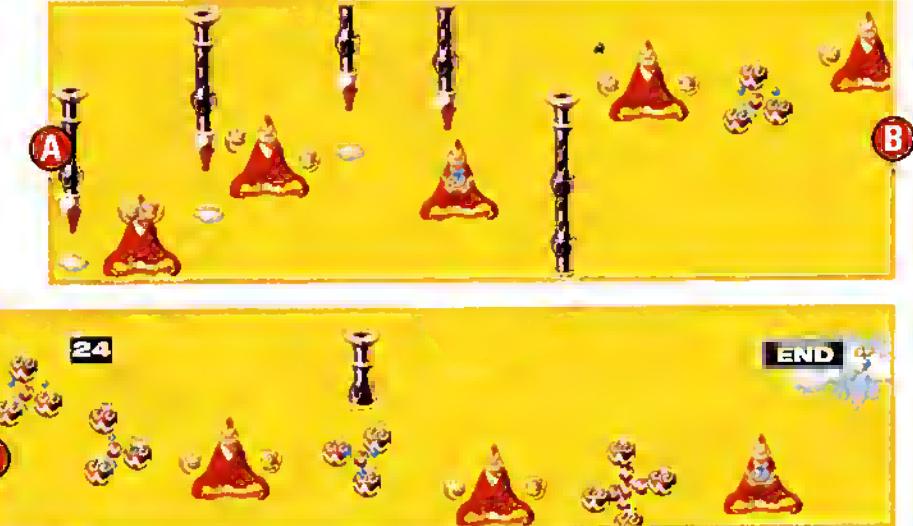
Once Betilla has given you the ability to run, you'll be able to jump farther. Return to Gong Heights when you have the added spring in your step to leap to the cloud above the first oboe. When you land on it, the cloud will take you through the "COOL" formation of Tings and to an Electoon cage.



24 ROUND AND ROUND



From the monk's bongos, leap to the spinning gingerbread wheel. Stay on board for a complete loop to collect the three Tings in its orbit, then leap to the next wheel and repeat the process.



MELODIOUS MONK



You must use the monk's accordion as a landing strip, so time your jumps so you touch down when his instrument is open wide. If he's closing it as you approach, aim for the center.

A HAPPY LANDING



In the second stage, jump over the notes in the area's first gap. When you land on the next cloud, you'll find a cage full of Electoons who are waiting for you to free them.

INTO THIN AIR



Walk off the bongo and tree-fall through the Golden Fist power-up and column of Tings. You'll land on a cloud, but it will quickly disappear, so relocate to another temporary cloud by making a small leap to the right.

WITHOUT A NET



Quickly hop across the disappearing clouds to reach the exit on the right. The clouds will reappear shortly after you leap from them, so you may be able to land back on a cloud if you briefly hover after a bolched jump.

MR. SAX'S HULLABALOO

In the final level of Band Land, you'll face off with Mr. Sax, a blowhard who'll try to do a showstopping number on you. The first stage of Mr. Sax's Hullabaloo contains all six of the level's Electoon Cages, and you'll spend the rest of the level either escaping or battling the psychotic saxophone.

SMALL AND BIG

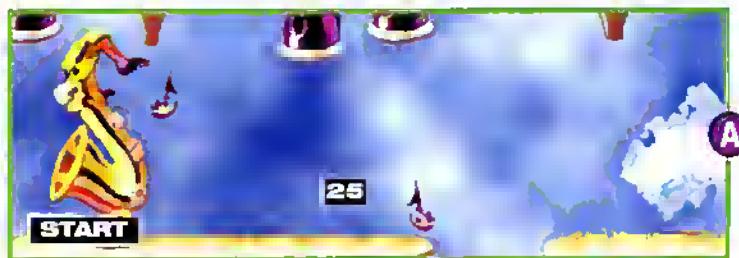


After the third blue elf shrinks you so you can slide through the narrow, two-level slide, hop onto the upper ramp by the oboe to summon a set of clouds. At full size, navigate the clouds to reach the cage on top of the oboe.

HIGH HAT SPLAT



Ride the high hat sideways by standing on the right edge of the bottom cymbal. When the cymbals begin to vibrate, crouch in the center of them since that's the only safe place to duck into when they crash together.



25 BIG, BRASS BOSS



Mr. Sax will spit out notes. Don't let them touch you, and punch them back into the brassy boss. Mr. Sax will take damage from his own sour notes, so keep punching them back into him. When he charges, make your getaway to the right.



26 ALWAYS ON THE RUN



After Mr. Sax charges, escape to the right and stay on the run so he can't catch up to you.

27 TAKING NOTES



As you flee, collect blue Tints and punch all notes, which will bounce back into Mr. Sax.

SAVE THE LAST DANCE FOR MR. SAX



In your final showdown with Mr. Sax, the instrument will spout out giant notes. They'll explode into tinier notes, and you can dodge the shrapnel by ducking in a corner. Jump up when he lobbs an exploding note at you, and punch his regular-sized notes back into him to end Mr. Sax's musical career.



BLUE MOUNTAINS

Your victory in the land of big band instruments leads you to the Blue Mountains, where boulders rock and roll into your pathway to put the kibosh on your cliff-hanging adventure. If Rayman's going to be king of this hill, you'll have to hone your grappling prowess and make sure that you avoid the spiky stalagmites and stalactites.

TWILIGHT GULCH

The first level of the Blue Mountains requires you to swing across two floating hoops to scale a cliff. You'll need the Golden Fist power-up and precise timing to make the leap from the slope to the hoop. To pull off the feat, jump off the edge of the first slope, then hover as far right as you can. The moment your helicopter power spatters out, punch to grapple the hoop.

28 DOWN AT THE GET-GO



Start the first stage by walking down the hill to get your mitts on the Golden Fist. With the handy power-up, you'll be able to grapple onto the pink hoop overhead.



30 CLOUD RIDE TO A 1-UP



Hop across the clouds to reach the ledge. Jump from the ledge to the lone, floating Ting. As you jump, a cloud will appear beneath the Ting. If you ride the cloud, it will take you to a 1-up.



STONE-COLD CRAZY



Geological juggernaut Mr. Stone will stomp after you in the second stage. If you fall into the gap just past the spiked floor, you'll lose Mr. Stone and land at the photographer's checkpoint.

A PRICKLY SITUATION



At the second photographer's checkpoint, walk to the right. When you collect the Ting behind the photographer, a cloud will appear over the spiked floor above you. Work your way back to the ledge across from the spiked floor, then carefully hop across the ravine so you land on the edge of the cliff just in front of the spikes. From your precarious position, jump to the right to clear the spikes, then hover to the cloud. Immediately leap from it to grapple the nearby hoop.

29 DOWN IN THE VALLEY



After defeating the clifftop rock monster, walk off the right side of the ledge to drop to the bandit stationed at point 29 on the map. Punch his lights out, then collect the health and Magic Fist power-ups. Cloud stepping-stones will appear as you backtrack to the right, and a cage will appear in the area's right corner.

HARD ROCKS

Spiked balls on chains dangle from the cave ceilings, and they will harm you if you touch the ball or chain. Avoid becoming a pincushion by pitching your fist at a spiked sphere. When your fist connects with it, the power of your punch will send the spiked ball spinning in circles so you'll have room to duck under it.



31 LEARNING TO CRAWL



When you start, crawl to the left for a power-up and cloud-ride to the top.

32 GET OFF OF MY CLOUD



When a wall of spikes appears, jump to a lower cloud to scrape by.

33 STICK AROUND FOR MORE



Before exiting the level, stroll down the hill and check in with the photographer.

FINDING THE MAGICIAN



Double-back to the third spiked ball to ride a cloud to the magician.

BONUS FROM ABOVE



In the pink valley east of the magician, jump up to reach a 1-up.

34 TAKE THE SECOND EXIT TO WIN A 1-UP



Walk to left of the photographer, then board the cloud. While riding, jump up and to the left so you can dodge the incoming spikes and land back on your cloud. When you float over the Ting, jump down and to the left, then grapple to the second exit. Quickly leave after claiming the 1-up to avoid the sudden rush of enemies.

STAGE 3'S TRAPEZE



Swing across the hoops, then walk to the east wall to summon a cloud. Use it as a stepping-stone to reach the cage atop the right cliff.

INTO THE GAP

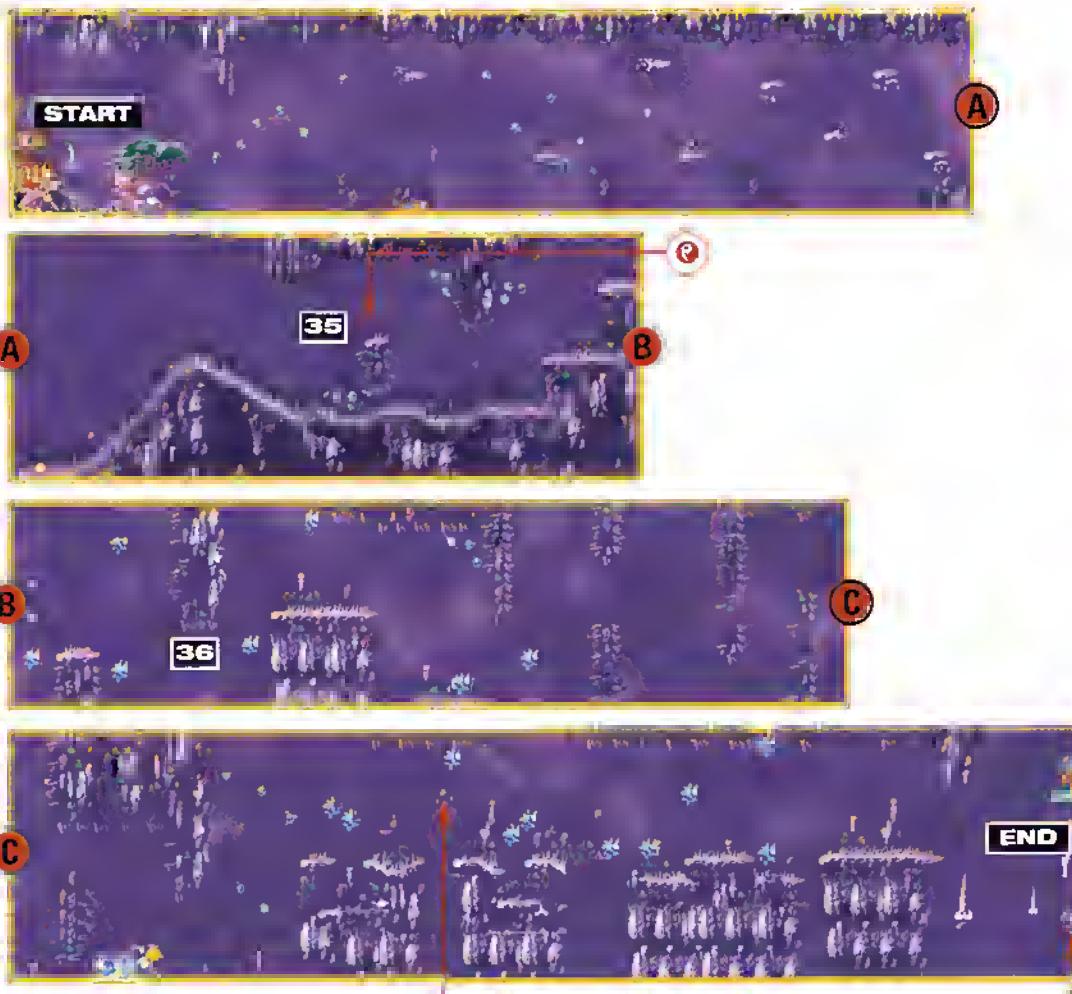


Hop across the disappearing clouds to reach the summit. Follow the Tings into the crevasse to reach a power-up and summon a cage.



MR. STONE'S PEAKS

When you first enter the third level of the Blue Mountains, you'll meet some mountain dwellers, including a musician whose guitar is stuck under a boulder. Unearth his six-string by punching the boulder. As thanks, the musician will boost your flying power with the Super Helicopter. Repeatedly tap A to soar higher.



35 PRICKLY PICK-ME-UP



Navigating the caves without a scratch won't be easy, so grab the power-up.

36 SLOW SPELKUNGING



Tap the A Button slowly to hover through the caves with precision.

SHAVE AND A HAIRCUT



Cut the ropes with your hair. Hover by the trayed area until the rope breaks.

MAKING A SPLASH



After you've cut the weights, hover down, but wait for the water to drain.

RISING WATER



Escape the flood. A cage will appear as you zigzag up the ledges and clouds.

REACH FOR THE SKY



Cloud hop left from the clifftop torches to reach a 1-up Trophy.

WATCH YOUR STEP



Avoid landing on enemies or icy spots or you'll fall off the tiny ledges.

LOW IN THE SNOW



Stay low on the ice to avoid sliding into spiky stalactites.

RUMBLING WITH MR. STONE



To damage Mr. Stone, you must punch the smiley face on the tower in the middle of the arena. Hop up to the happy head by jumping on a boulder. If you punch a boulder that Mr. Stone is about to throw, he'll drop it. Use his dropped boulders to jump up and give the smiley face a smack.

PICTURE CITY

Rayman's next stop is the arty Picture City, but he won't have time to take in the scenery. Rayman will be on the go with the new running ability he earned by surviving his trek in the Blue Mountains, and he'll need to be quick on his feet to escape the disgruntled office supplies that populate the fourth world in the game.

ERASER PLAINS

The bizarre landscape of the Eraser Plains makes desk jobs look harrowing, as Rayman's top-drawer journey pits him against Antitoons patrolling eraser ramps and pencil sharpener platforms. Rayman will also waltz across stranger surfaces, like the starry blue floors that cause him to hop automatically.

YIN AND YANG INKBLOTS



Punch the ink blobs at the end of the pencil bridge, then crawl through the space they were blocking.

TACK ATTACK



If you jump to the pencil as it sinks to its lowest point, you can clear the tack.



SPECIAL MOVE: After defeating Mr. Sax, you'll win the running ability.

RUNNING RAYMAN



While walking, press the R Button to run. Your added speed will allow you to run across collapsing bridges, like the bobbing pencil walkways in Eraser Plains. Take running starts when making difficult jumps to build up speed and momentum.

37 ERASER MATE



Punch the yin and yang blob by the green pencil. Bounce off the ink blot to reach the pink eraser ledge above.

38 UNDERR THE ERASER



Smack the yin and yang spikes out of the opening to the left of the exit to claim a 1-up Trophy.



HOVER TO HOVER



You'll automatically bounce on the starry surface. Avoid bopping the spiked ceiling by hovering under the tacks.

A SMALL FINISH



Punch the spikes out of your way. On the other side, grapple the hoop to reach an elf who will shrink you.

SPACE MAMA MAYHEM



Dash past Space Mama's falling knives by using your running ability. Duck the low-flying knives that twirl toward you, then hop on top of her knives when they get stuck in the ground. Spring off of them to jump to Space Mama, then whack her when she's in midair.

PENCIL PENTATHLON

Space Mama isn't finished with you yet, so you'll have to explore deeper into her world of art supplies. The second level of Picture City is an obstacle course littered with hazards, such as push pins, sharp pencils and pointy pens. Avoid getting written off in the Pencil Pentathlon by using your running ability and carefully timing your jumps.



HOOPS TO THE 1-UP



Board the platform that slides beneath the hoops under the pens. Hop off at the blue elf who hovers to the right to reach a 1-up Trophy.

RUN LIKE THE WIND



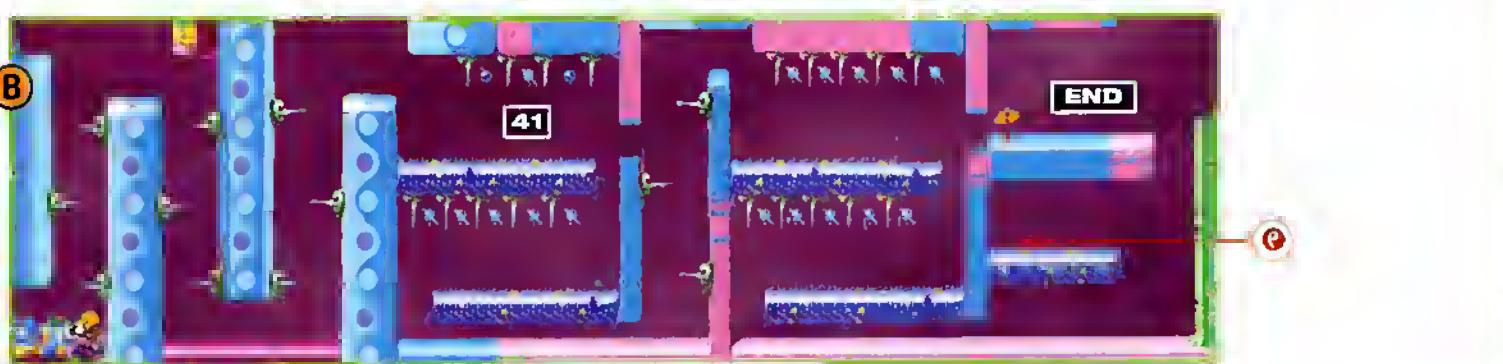
Your running ability will come in handy in much of Pencil Pentathlon. Head left, then tap R for an extra boost of speed that will help you clear the area.



39 UP AGAINST THE WALL



Punch the yin and yang balls out of your way so you can grab onto the ledge and continue traveling to the right.



40 CHECKING IN



After cruising through the gauntlet of pencils, check in with the photographer, then head to the starry platform to the right to nab a power-up.

41 HOVERING THROUGH



The springy surface of the blue, starry walkway will bounce you into the spikes if you walk across. Hover through the area for a safe trip.

UNDER THE STARS



The Tings that dot the areas will often lead you to something important. Follow the Tings to reach the cage under the blue, starry platforms.

BOUNCING ON UP



The bouncy, blue platforms will add spring to your step. Hover after bouncing on them to catch extra air so you can reach a higher level.

SPACE MAMA'S CRATER

As an intergalactic traveler, Space Mama calls the stars her home, and you'll spend most of your time trying to navigate her unfriendly skies. Space Mama's Crater doesn't feature many areas with solid ground, so you'll need to rely on your helicopter hair to help you complete the jumps and grapples that'll keep you from plunging to earth.



CLIMB TO THE TOP



Punch the Antitoons patrolling the walkways, then crawl across.



DISAPPEARING HOOPS



You can swing only one time on each hoop, so latch on to the next hoop before you fall.

42 SHARPENING UP



Ride the sharpener to a power-up and the next set of hoops.

43 ORANGE HOOP



The orange hoop will fall shortly after you grapple to it, so quickly swing to the next hoop.

44 LONG JUMP



At the top, hop over the spikes so you can board a pencil sharpener platform.

45 SEEING STARS



Jump from stack to stack and avoid hazards on the starry floor.

SPACE MAMA'S MOTHER OF ALL BATTLES



Duck, crawl and run to avoid Space Mama's laser barrage, and retaliate by bopping her in the head with your fist. Time your punches so she doesn't block your hits, and pummel her washing machine when she hides behind it. As long as you keep whacking her noggin, you'll defeat Space Mama.

DUCK AND COVER



Sock it to the yin and yang balls, then duck under the spikes.

JUMPING OVER SPIKES



Jump over the spikes as your ride slides past them.

CAVES OF SKOPS

Through an entrance in Joe the Extraterrestrial's snack shop, Rayman stumbles into the gloomy depths that serve as the home to a monstrous scorpion named Skops. The beast is a formidable fighter, but you can let the scorpion feel the sting of defeat by navigating his craggy lair for a showdown.

CRYSTAL PALACE

Secrets abound in the cavern castle, and you can find two of them right at the get-go. Begin by jumping over the exit sign to summon a nearby platform. Uncover another secret by dropping down the ledges below. Jump to the question mark formation of Tings. When you backtrack, you'll find a cage by the spiked ball.

SECRET PLATFORM



If you jump over the exit sign, you'll summon a red, spiked platform.

CHECKPOINT CAGE



A cage will appear on the other side of the photographer when you check in.

46 CAVE CLIMB



Work your way up the floating platforms, then hop across the top.

47 CLOUDS' SPIKED LINING



Quickly leap across the disappearing clouds or you'll land on a spike.

48 FISTFUL OF POWER



Ascend the cavern to snatch a Golden Fist power-up atop a ledge.

49 HOP AND A JUMP



Using small hops and helicopter power, jump over the spiked balls.



50 ROCK CRUSHING



Jump up from the cloud to punch the boulder blocking your way.

51 CLOSE SHAVE



Crouch on the tall platform to duck the spikes that will fly toward you.



52 TAKEN FOR GRANITE



To expose the exit to the second stage, punch the boulder.

EAT AT JOE'S

While most extraterrestrials have spaceships, Joe the alien owns a concession stand. He also has some light to use in dark caves, and he'll give it to you so you can explore the first stage. The limited light will enable you to see only a small circular region surrounding Rayman, so walk cautiously.



SHEOOING SOME LIGHT



The spotlight will follow your fist. Punch to see what's in front of you.

UNDER A ROCK



Punch the rock on top of the 1-up. Beware of the rock's shrapnel.

DOWNHILL DASH



Slip past the moving spikes by crawling down the hill.

avalanche!



Grab the power-up, then land on the cloud that appears to dodge the rocks.

BUG PATROL



Avoid the bugs' homing missiles and use your running power to speed by.

FLYING SAUER RIDE



Punch the spaceship's plug to power it, then hop aboard to ride it to the exit.

JUNGTION LEVERS



Punch the levers you pass to reroute the saucer at intersections.

TRANSFER STATION



At the break in the track, jump across the gap to board another saucer.



Jump from buoy to buoy, and use your helicopter power to help you land carefully between spiked balls.



54 SHARK ATTACK



Avoid the sharks by hovering, grappling and riding the blue platform.

MR. SKOPS' STALACTITES

Skops the scorpion waits at the end of the final level, but reaching him won't be an easy task. The final cavern is like a pincushion of stalactites and stalagmites, so stay sharp to avoid getting poked. If you make it through, you'll have one more world to go, but you must find every cage in the game before you can access it.

55 SWING TIME



Jump onto the ledge when you start so you can grapple across the hoops.

56 CLOUDS TO A CAGE



Walk to the wall left of the start to summon clouds that lead to a cage.

57 FAST MOVES



Before the platform disappears, punch the spike, then grapple a hoop.

58 FLOATING ISLAND



From the orange platform, grapple two hoops, then drop down to a cage.



58 GOODIES GALORE



At the photographer's checkpoint, you'll find a cage and a power-up.

60 FALLING DOWN



The falling platform beyond the checkpoint will take you to a cage.

61 PLATFORMS AND HOOPS



Grapple onto a hoop after maneuvering through the orange platforms.

62 BONUS LIFE



Swing left from the hoop to snag a bonus life, then grapple to the top.

THE STING OF MR. SKOPS



Your battle begins on a bridge. Stand on the left platform and jump over the scorpion's claw, then dangle from the cliff when Mr. Skops pounds the ground after all the platforms are gone. When you face Mr. Skops in the arena, jump over the scorpion's claw and punch his blue projectiles into his head.

CANDY CHATEAU

If you've rescued all of the Electoons from the six cages hidden in every level, you'll be able to enter the Candy Chateau. Although a land of treats and pastries, the final world isn't very sweet since it's home to Mr. Dark, the villain who turned Rayman's world upside-down. Travel through the candy land to give him his just desserts.

FRYING PAN SLIDE



Ride the frying pan up and down the slopes. Hit A to jump over gaps.

ME AND MY SHADOW



Fall to the left to make cloud steps appear, then jump over evil Rayman.

SWING QUICKLY



Don't hang around on the hoops or evil Rayman will catch up.

MIRROR CONTROLS



Your controls are reversed in Stage 3, so be careful when approaching enemies to punch them.

HOORAY FOR RAYMAN

A shining star among side-scrolling games, Ubi Soft's Rayman radiates with tricky levels, devious bosses and plenty of well-hidden collectibles. With Mr. Dark and his army of baddies defeated, peace can finally return to Rayman's world, but you can still relive the adventure. For more action, replay the magician's minigames and compete for record times.

MR. DARK'S FIRE FIGHT



When you come face to face with Mr. Dark, he'll create two fires, which will burn on either side of you. Since the twin flames will move from side to side, you must walk in sync with them so you're always in between the two flames. Stay centered to avoid getting toasted, and position yourself so Mr. Dark's fireball attacks loop around you.

POOL HOP



If you're going at full speed, you'll be able to jump over the butterscotch pool.

HOT ON YOUR TAIL



Evil Rayman gains a lot of ground on the candy bars, so zigzag quickly.

CROSSING THE BRIDGE



Walk to the end of the bridge to make the exit sign appear beneath it.

DAMAGE CONTROL



Punch the Antitoons orbiting around the chocolate platforms before jumping aboard.

MR. SKOPS RETURNS



If Mr. Dark doesn't burn you, you'll face off with three familiar enemies. The first of the foes is Mr. Skops. Jump over the scorpion's claw when he launches it at you, then jump up and punch Mr. Skops in the face.

SPACE MAMA'S REMATCH



After you've pummeled Mr. Skops, Space Mama will take a swing at you. She'll use her rolling pin to attack you. Duck the lasers she shoots, then smack her in the head to send her back into orbit.

SWATTING MOSKITO ONE LAST TIME



The final enemy you'll face is the first one you encountered in the game. In Mosquito's rematch, the bug will shrink you. Run away from Mosquito when he dive-bombs, then let the seismic force of his jumps launch you into the air. When you spring up, throw a punch to hit Mosquito in the face.



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TONY HAWK'S PRO SKATER 2



Tony Hawk kickflips onto Game Boy Advance in a faithful 3-D reproduction of Activision's home console masterpiece. Execute spectacular vert moves and grinds at seven venues to build your favorite pro skaters into heroes of the halfpipe.

But before you just hop on your deck, take a moment to nosegrind through our detailed maps and strategies.

GENRE: SPORTS

PLAYERS: ONE

RELEASE: JUNE 2001

WEBSITE: WWW.ACTIVISION.COM

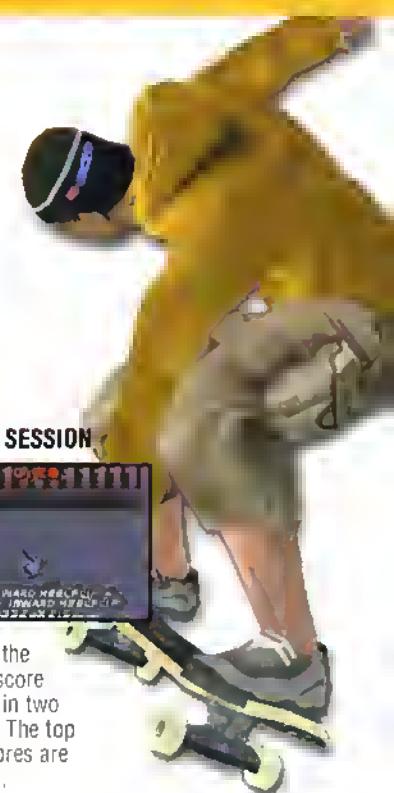


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THREE WAYS TO RIDE



THPS2 offers three skating modes that allow you to tackle the same courses in different ways. You must play Career Mode to earn the money needed to open new levels, buy equipment and build up skill points. The other two modes allow you to practice and show off your moves.

CAREER MODE



Choose a skater, then run him or her through the various course objectives to earn money.

FREE SKATE



You'll have unlimited time to skate, but none of your achievements will count in your career.

SINGLE SESSION



Rack up the highest score possible in two minutes. The top three scores are recorded.

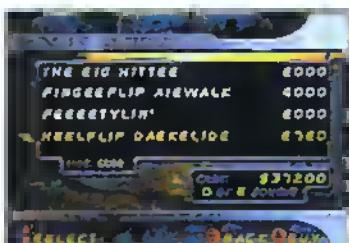


MONEY TALKS

The 13 skaters available in THPS2 are the cream of the crop in the skating world, but that doesn't mean they can't improve. Each character starts with set ability levels in 10 skills. As you earn money, you can buy Skill Points, new decks and new tricks.



When you select a character in Career Mode, he or she will have a mixture of skills that reflects the specialties of that skater. If you've got the bucks, however, you can make the skater excel in virtually every category.



Each skater will start with three special tricks that you can use while your special meter is maxed out and flashing. You can drive up your special meter by performing difficult tricks. Eventually, you'll be able to buy new tricks.



You can buy up to eight decks, and the quality of all of them will increase slightly each time you purchase one. Each board has ratings for weight, speed and durability. You can adjust their turning ability by loosening or tightening their trucks.

HIGH ROLLERS

Pick your favorite skater, then embark on a thrilling career on the pro circuit. You'll need to open the various levels in Career Mode with at least one skater before you can skate those levels in Freeskate and Single Session Modes. Listed below each skater are the three special moves you get at the beginning of the game.

RUNE GLIFBERG



- Christ Air (grab): left, right + R
- Kick Flip 1 Foot Tail (flip): left, down + L
- One Fool Bluntslide (grind): left, up, A

KAREEM CAMPBELL



- Ghetto Bird (flip): down, up + L
- Nosegrind to Pivot (grind): down, up + A
- Spidey Grind (grind): left, right + A

ERIC KOSTON



- Pizza Guy (grab): down, left + R
- Indy Frontflip (flip): down, up + R
- Fandangle (grind): right, down + A

RODNEY MULLEN



- Triple Heelflip (flip): up, right + L
- Hardflip Lala Flip (flip): up, down + L
- Nosegrab Tailslide (grind): up, down + A

CHAD MUSKA



- Hail Flip Casper (flip): right, left + L
- Double Hardflip (flip): right, down + L
- Rowley Darkslide (grind): left, right + A

ELISSA STEAMER



- Indy Backflip (grab): up, down + R
- Hospital Flip (flip): left, right + L
- Madonna Tailslide (grind): up, left + A

TONY HAWK



- 900 (grab): right, down + R
- Sacklap (grab): up, down + R
- BS Overturn (grind): down, left + A

STEVE CABALLERO



- FS 540 (grab): right, left + R
- Triple Kickflip (flip): up, left + L
- Hang Ten (grind): right, up + A

BOB BURNQUIST



- Rackel Air (grab): left, down + R
- BS Rocket Tailslide (grind): up, down + A
- One Fool Smith (grind): right, down + A

BUCKY LASEK



- Finger Flip Airwalk (grab): left, right + R
- One Fool Japan (grab): up, right + R
- The Big Hitter (grind): left, down + A

ANDREW REYNOLDS



- Nollieflip Underflip (flip): down, left + L
- Heelflip Darkslide (grind): right, left + A
- BS Hurricane (grind): down, right + A

GEOFF ROWLEY



- Mute Backflip (grab): up, down + R
- Hail Flip Casper (flip): right, left + L
- BS Hurricane (grind): down, right + A

JAMIE THOMAS



- Laser Flip (flip): down, right + L
- Kickflip 1 Foot Tail (flip): left, down + L
- Bent F-flip Crooks (grind): down, up + A

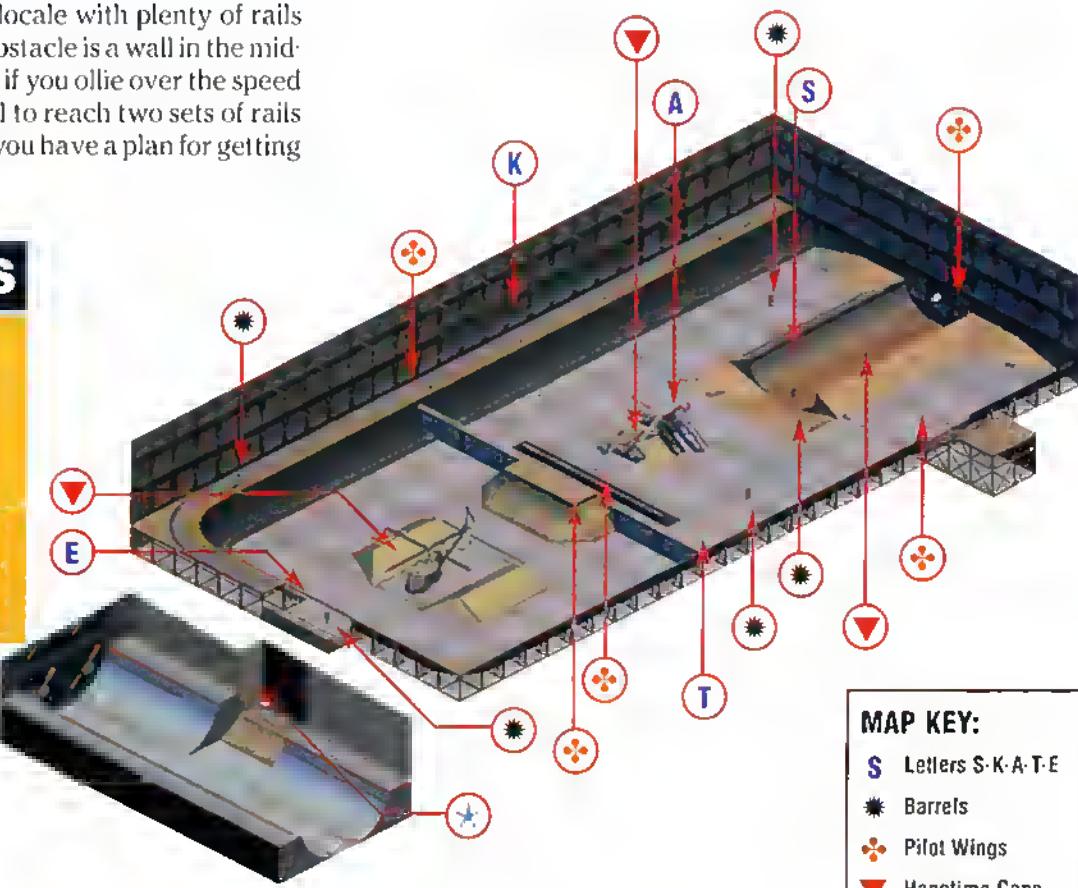
HANGAR, MEACHAM FIELD, TX

The first level is a forgiving, rinklike locale with plenty of rails and banked turns. The only difficult obstacle is a wall in the middle of the hangar, but it's an easy jump if you ollie over the speed bump behind the airplane. Go vertical to reach two sets of rails on the far upper wall, then make sure you have a plan for getting down in one piece.



OBJECTIVES

- COLLECT S-K-A-T-E
- BARREL HUNT
- COLLECT FIVE PILOT WINGS
- NOSEGRIND OVER THE PIPE
- NIT THREE HANGTIME GAPS
- FIND THE SECRET TAPE



MAP KEY:

- S Letters S-K-A-T-E
- Barrels
- ✖ Pilot Wings
- ▼ Hangtime Gaps
- ★ Secret Tape

COLLECT S-K-A-T-E



You hardly need to try to get the first letter. Go straight down the slant ramp, grind over the rail then ollie up to the S while you're on the rail.



Get some big air coming off the lip of the banked wall behind the airplane, then grind on the lower rail on the far wall. Ollie to snatch the letter.



Ollie off the top of the ramp on the airplane to pick up the A. The perspective can be a little misleading, but you'll probably get a fix on it after one jump.

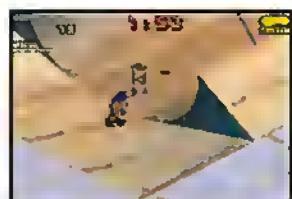


"T" stands for toughest letter to grab. Pick up some speed, then approach the near wall at an angle so you can ollie over the middle barrier wall to the letter.



Grind over the lip on the left wall to a rail then ollie up to get the letter. It's usually best to ollie a couple of times on a long grind to reset your balance.

BARREL HUNT



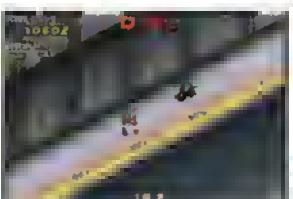
The barrel in the halfpipe is an easy target. Just skate into it to crumple it, then make a quick 180-degree turn to go after the rest of the barrels.



Next, go after the barrel on the far wall. It's positioned the farthest away from the other barrels, so you may as well crush it before you move on.



Before you leap the wall to the other side of the hangar, go to the open area in front of the airplane to crush your third barrel.



The barrel on the ledge of the far wall is the most difficult of the five barrels to reach. Grind along the lip of the wall then ollie into the corner of the ledge.



The last barrel is under the rail on the left-hand wall. It's tucked away in a protected area—you'll need to turn into it from the banked walls to hit it.

COLLECT FIVE PILOT WINGS



Grind the lower wall rail in the direction of the helicopter. Ride it all the way to the end then drop down onto the Pilot Wings spinning above the barrier wall.



Ride straight up the wooden ramp beside the barrier wall then ollie into the air to reach the Pilot Wings above it. You can also take a diagonal approach on your jump.



Grind along the lip of the speed bump then ollie up to the Pilot Wings suspended over the middle of the half-pipe. The game's perspective can play tricks on you—look for the shadow of the item you seek.



Build up speed, then ollie to the Pilot Wings suspended over the middle of the half-pipe. Use the marks on the hangar floor to help you line up your jump.



It may take some practice to grab the Pilot Wings over the starting ramp. Try to ollie diagonally over the ramp from the upper edges of the inside wall.

HIT THREE HANGTIME GAPS



The Hangtime Gaps are three obvious jumps over large obstacles. You can make the first jump—over the halfpipe—by simply riding straight down the starting ramp then executing an ollie to leap the gap.



Ollie from the wooden ramp in front of the airplane to mark off the second Hangtime Gap. It's a very easy jump, but you'll need to hit the ramp at the correct angle for it to count.



The jump over the helicopter can be difficult. You'll need to approach the ramp with plenty of speed. It's probably best to max out your special meter for a little extra power before you attempt it.

FIND THE SECRET TAPE



You'll need to grind the propeller inside the halfpipe to open the Wind Tunnel. Ollie toward the wall from the lip of the halfpipe then press A to grind when you touch the prop.



The Wind Tunnel is on the other side of the small ramp on the left wall. Grind the top of the ramp then ollie to the left. You'll pop out in a large halfpipe on the other side.



Use the Wind Tunnel halfpipe to build up the speed you'll need for the final jump. You can use the long lip on the far wall for big grind combos.



Once you have enough velocity for a big jump, ollie diagonally up over the gap in front of the tunnel entrance. If you miss the tape, it may be because you're jumping too high.



900 THE HALFPipe

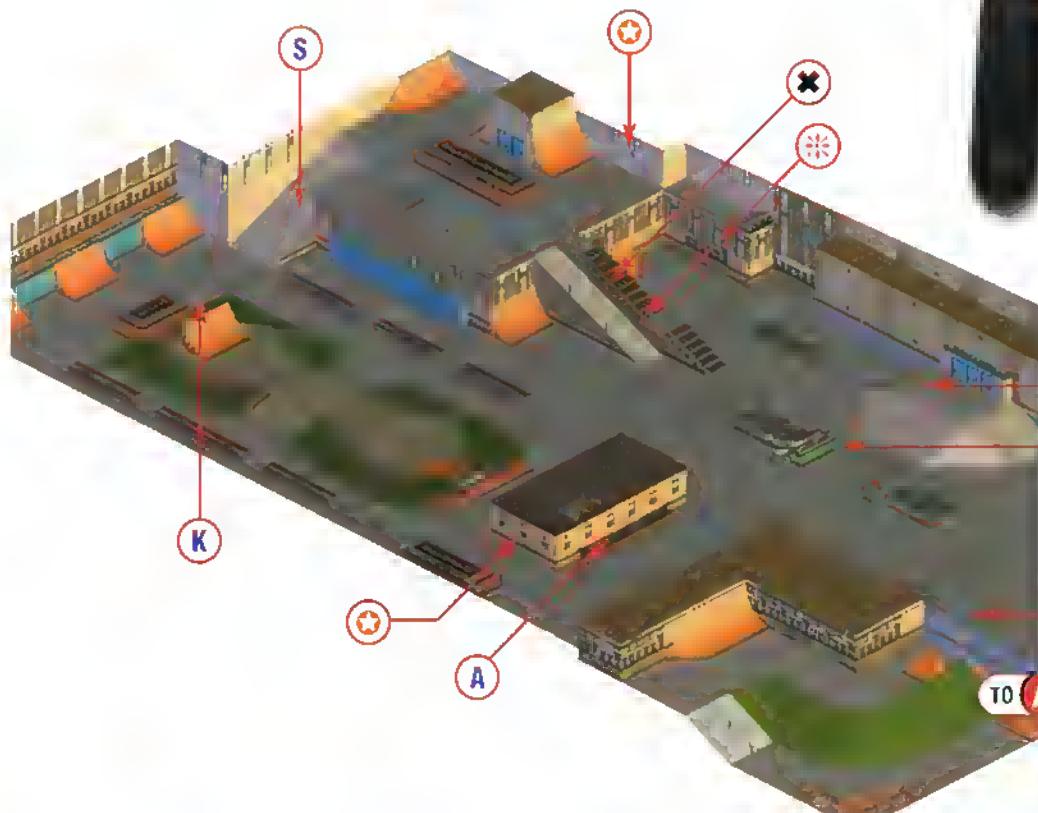


In general, executing grind combos is the easiest way to rack up points, but you won't be able to reach "sick" score status without using some of Tony's signature airborne maneuvers. Try a few simple moves, followed by the mother of all spins—the 900—to compile a massive combo score.



SCHOOL II, SOUTHERN CALI

This schoolyard doesn't need bullies—it'll beat you up all by itself. You'll have to work much harder than you did back in Texas to find the space for good vert moves, and some of the items are extremely tricky to collect.



MAP KEY:	
S	Letters S-K-A-T-E
★	Bells
✗	Hall Passes
✿	Roll Call Rails
★	Secret Tape



OBJECTIVES

- COLLECT S-K-A-T-E
- WALL RIDE FIVE BELLS
- COLLECT FIVE HALL PASSES
- KICKFLIP TC'S ROOF GAP
- GRIND 3 ROLL CALL RAILS
- FIND THE SECRET TAPE
- FIND THE SECRET TAPE

COLLECT S-K-A-T-E



Make a quick right from your starting point then grind the ramp railing to the letter S. It's actually well above the rail—you'll need to ollie to the letter to reach it.

The letter K is hovering above the ramp railing in the raised courtyard area. Ride up the ramp then do an ollie and a spin move to reach the letter.

Grind the cement bench in front of a building on the left side of the course. Approach from the right side—the letter is slightly closer to the left side of the bench.

Do a few ollies from the ramp along the lower right-hand border of the course to reach the letter T. Approach the ramp at a slight angle, then spin toward the letter.

Grind up the ramp railing attached to one of the classroom buildings then ollie just before you reach the end. Don't approach too quickly, or you'll miss the leap.



WALL-RIDE FIVE BELLS



The bell in the lower right-hand corner of the course is relatively easy to pick up. Start your wall ride from the raised platform to the right of the bell.

Slip between two buildings on the lower side of the course to pick up an easy bell. Remember to grind as soon as you ollie into the wall.

There is enough room to build up speed before you wall-ride the outside of a building on the right side of the course. Begin your wall ride at the edge of the building.

The most difficult bell to collect is near the course's starting point. Start a wall ride then wallie up to it.

You should be able to generate plenty of speed as you descend the ramp toward the final bell. Be careful—you may overshoot if you go too fast.

COLLECT FIVE HALL PASSES



Ride the rail between the long ramp and the stairway then ollie up to the Hall Pass near the bottom. You can also ollie from the stairs to the ramp to get it.

Ollie onto the edge of the picnic tables, grind until you almost reach the end then ollie again to the Hall Pass. Use the nearby ramp to help you build speed.

Pick up speed using a ramp, grind along a cement bench then ollie up to a railing near three blue doors. If you're going fast enough, you'll be able to ollie to the pass.

To get the pass suspended between two wooden ramps, just ride up one of the ramps diagonally toward the other ramp, then ollie and spin to the pass.

Save the easiest pass for last. It's just above the lip of a raised platform in the lower right-hand corner of the course. Grind along the edge then ollie up to it.

FIND THE SECRET TAPE



Use the ramp in the raised courtyard for a burst of speed, then ollie off the wooden ramp to a building top. While maintaining your speed, ollie off the building's air conditioner to the top of the next building. Drop down to the enclosed courtyard, ollie up to the ledge then grind to the tape.

KICKFLIP TC'S ROOFTOP GAP



If you've been building up your air, ollie and speed stats, you'll be in good shape. Use a ramp on the course border to create a boost of speed then ollie off a small ramp to the first roof. Ollie to the next building then kickflip while you're in the air.



GRIND THREE ROLL CALL RAILS



The first Roll Call Rail is in the lower right-hand side of the course. Use the ramp parallel to the stairway to ollie onto the rail, then grind the rail all the way to the end.

Grind the rail on either side of the long stairway to complete the second Roll Call Rail. You must begin very close to the top then maintain your balance until you land.

Follow the instructions for rooftop gap jump to find the third Roll Call Rail. The clock is ticking, so you may want to attempt the rooftop grind first then go on to the other two.

MARSEILLE, FRANCE

Skating's superstars have gathered on the continent for three intense heats of competition in the Blueloch Pro Bowl. Make a few trial runs to scoop up as much cash as you can, then roll out every trick in your book for a big score.



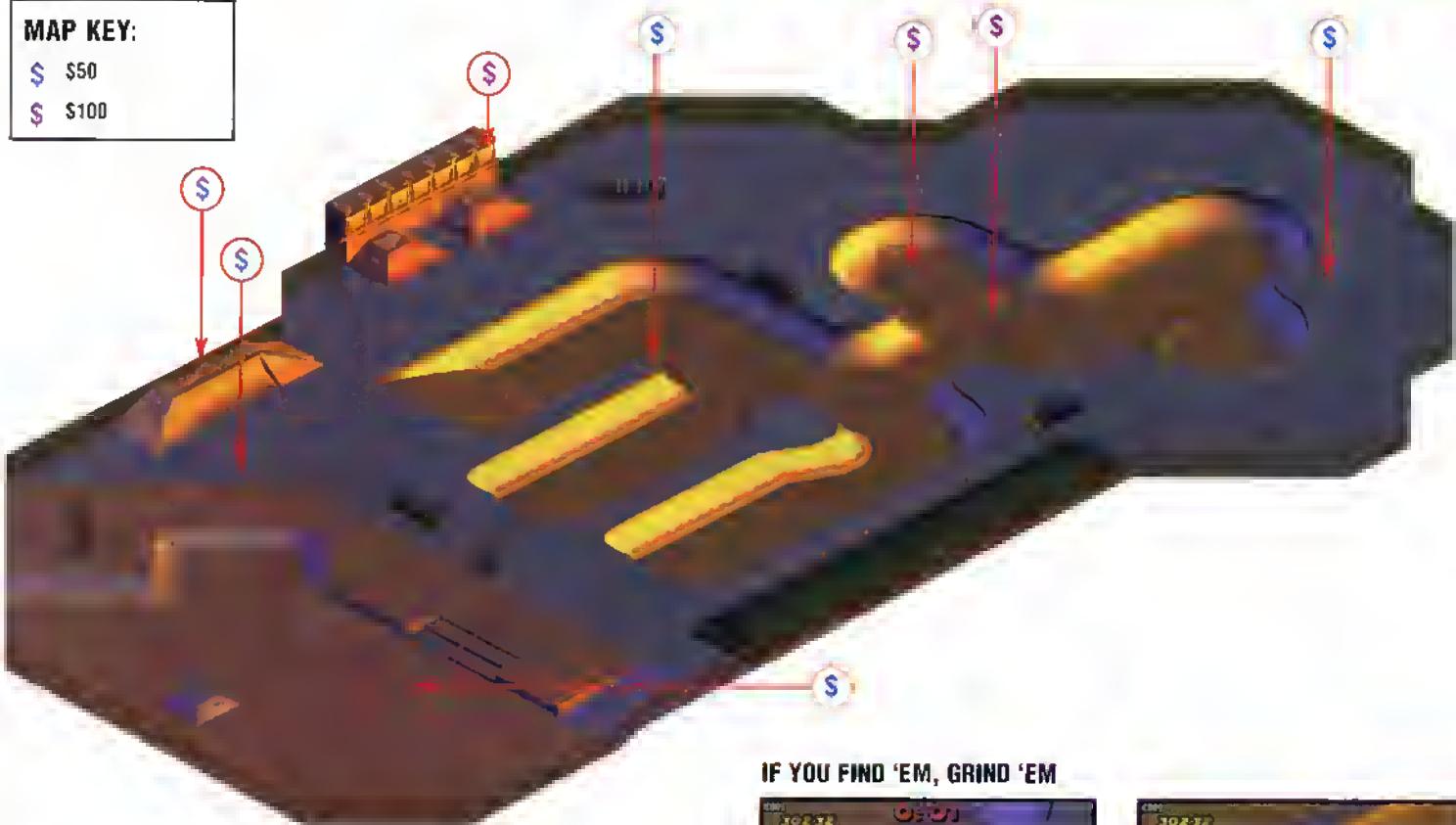
COMPETITION

• WIN A MEDAL

• COLLECT CASH

MAP KEY:

\$ \$50
\$ \$100



TAKE THE MONEY ON THE RUN



Use your first three heats to collect as much money as you can. You'll want to boost your stats as much as possible before you make an honest bid for a medal. With the exception of the \$100 near the chain-link fence, it's easy money.

IF YOU FIND 'EM, GRIND 'EM



There are many good rails and edges to grind on the Marseille course—so pick one. Then try as many types of grinds as possible. Nose Grinds and 5-0s often yield big point totals.

Try to ollie between different types of grinds to keep your chain of tricks going. The shallow indentations on the course allow for some spectacular, curving grinds.



YOU CONTROL THE VERTICAL



Start your run with a few grinds to push up your special meter, then go crazy on one of two great vert trick areas on the course. You won't have time to scout out good spots. Choose an area then stay put.



Combos are the order of the day in competitions. Tack a few heelflips onto your bigger moves to ratchet up your score. It will also help keep your special meter up so you can try your really impressive moves.



After you start reaching nosebleed altitude in your jumps, fry out your special moves, such as Tony Hawk's 900. Throw the move into a combo for a massive point total and a shot at the gold medal.



WAREHOUSE, TROY, NY

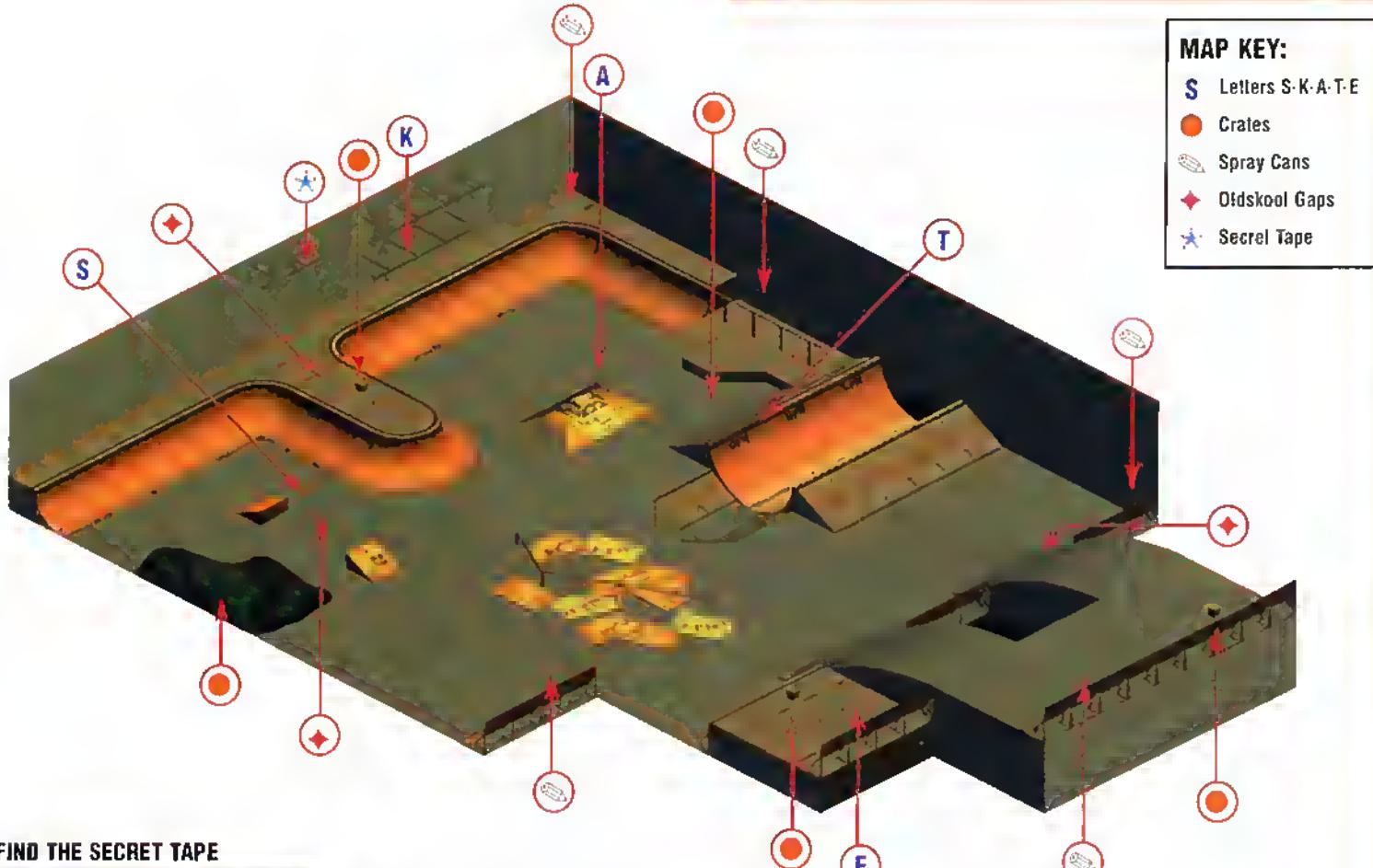
As fans of the original Tony Hawk's Pro Skater may remember, the Warehouse was made for vert moves and tricky combos. You can generate a lot of speed in the deep halfpipe, and the long curved lip on the back wall is ripe for grinding.



OBJECTIVES

- FIND THE SECRET TAPE
- COLLECT S-K-A-T-E
- DESTROY FIVE CRATES

- COLLECT FIVE SPRAY CANS
- HIT THREE OLDSKOOL GAPS
- 5-0 THE BIG RAIL



FIND THE SECRET TAPE



A handful of vert moves should be enough to propel you to the upper rail on the far wall of the warehouse. Grind—and ollie to build momentum—to the tape on the other side of a gap in the rail.

COLLECT S-K-A-T-E



Generate a little speed by executing a vert move on the banked wall at the far end of the warehouse then ollie from the small ramp to the S hovering over the floor.



Grind along the lower rail on the back wall to pick up the K before you drop down. You may fall down in the process, but it's worth the pain.



The A is just above the dilapidated taxi cab in the center of the course. Ride up one of the wooden ramps that surround it then ollie to the letter.



From the starting ramp, do a U-turn to the second big ramp then ride down it then up the ramp toward the open end of the halfpipe. At the top of the ramp, ollie to the T.



You can reach the raised platform on the near end of the Warehouse by steering to it from the starting ramp, or by grinding its edge. Ollie to the top of the near ramp to grab the E.

DESTROY FIVE CRATES



Nobody ever said skating was good, clean fun. Steer through the puddle of oil to smash the crate in the far left-hand corner.



The easiest way to reach the crate next to the letter E is to ride up the starting ramp then ollie down onto the platform. You may want to smash it early in your run.



Grind along the far wall then ollie before you curve back to the center of the room. You'll end up on a tongue-shaped platform where you'll find a crate.



The crate on the far side of the halfpipe isn't tough to reach, but it is tucked away in an inconspicuous nook of a raised platform where you wouldn't normally go.

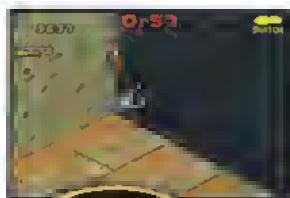


It's also easy to forget about the crate in the area behind the starting point. It may be a good idea to smash it before you go on your search for the other crates.

COLLECT FIVE SPRAY CANS



There's a spray can floating over a ramp opposite the oil puddle. Just about any vert move will allow you to spin into it.



The forgiving back wall will make it easy to pick up the can in the far-left corner of the Warehouse. Ride straight into the corner then ollie up to it.



Grind the lip of the back wall to the connecting rail on the far right-hand wall, then ollie up to the Spray Can above it.



Use the ramp in the far right-hand corner of the course to help you elevate to the spray can. Use the speed you generate to reach the last can.



Ride up one of the big ramps on the right side of the Warehouse to reach the last Spray Can. It's above a ramp on the right wall.

HIT THREE OLDSKOOL GAPS



The first gap is the starting ramp between two vert ramps. Make sure you have a good head of steam, then ride up one vert ramp at a diagonal angle toward the starting ramp. Spin to the other vert ramp.



You'll probably hit the second Oldskool Gap when you collect the letter S to spell S-K-A-T-E. All you have to do is jump between two small ramps.



The third gap is the distance from one side of the tongue-shaped wall extension to the other. Use the supernatural physics of the wall to ollie high into the air, then spin around the curve.

5-0 THE BIG RAIL



To 5-0, press Down on the Control Pad while you grind the rail. You'll need to go the length of the crooked rail in the center of the room, so use the Control Pad to maintain your balance.



HIT THE BOARDS WITH KAREEM



Take a big trip around the lip of the back wall then continue your grind on the rail leading to the halfpipe. If your balance is keen, you can fly up to four different grinds safely on the run. When you fly off the end of the rail, throw in a special move for lots of points.

NY CITY, NEW YORK

The Big Apple is rotten to the core—with rails and ramps. Take advantage of them to rack up the six-digit scores you need for your checklist. Put together a plan for collecting items before you kick off your run. It's easy to waste time on the city's mean streets and slippery grass slopes.

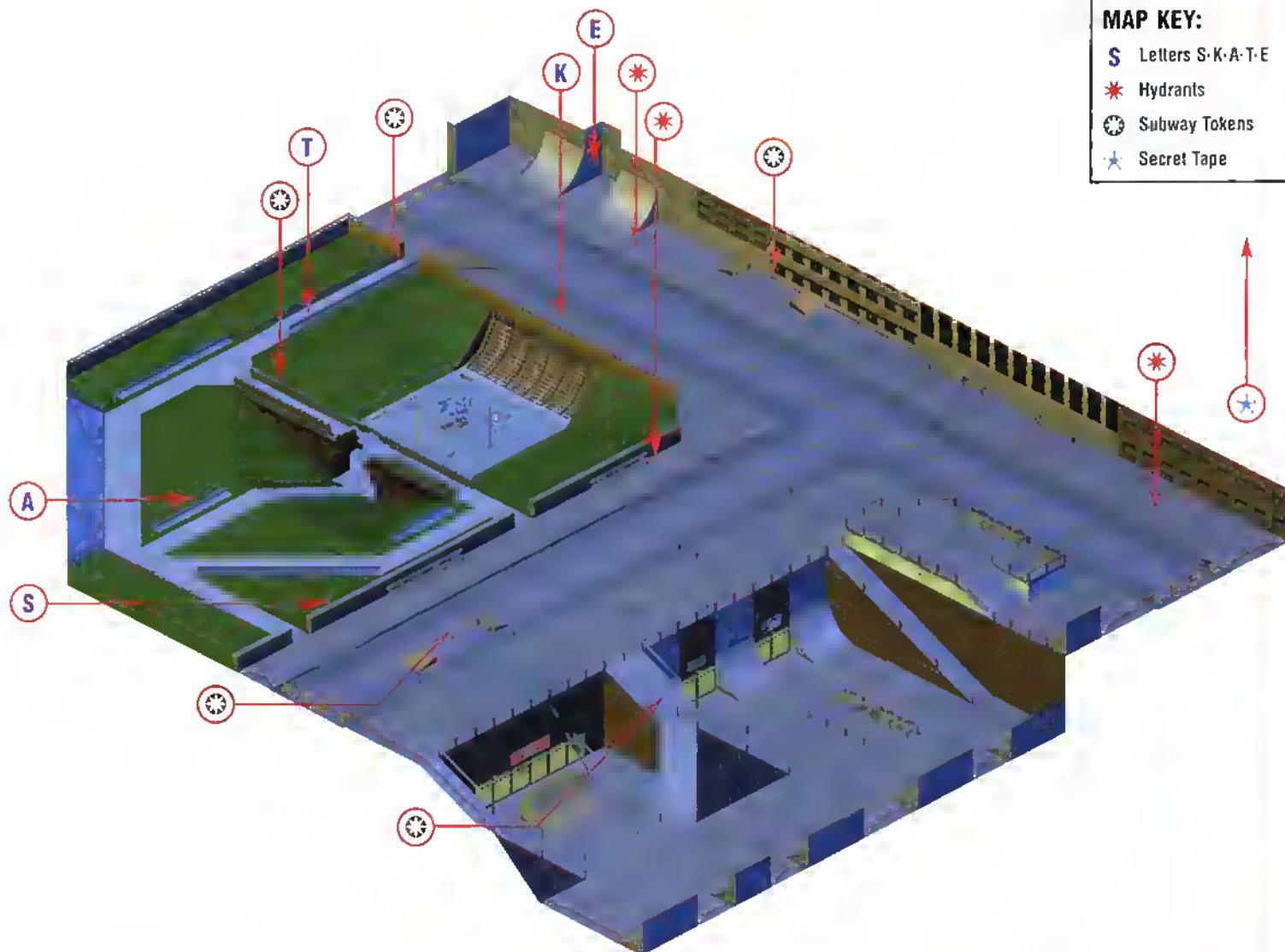


OBJECTIVES

- COLLECT S-K-A-T-E
- FIND THE SECRET TAPE
- 50-50 JOEY'S SCULPTURE
- OLLIE THE HYDRANTS
- WRANGLE THE BLUE COW
- COLLECT FIVE SUBWAY TOKENS

MAP KEY:

- S Letters S-K-A-T-E
- *
- Hydrants
- Subway Tokens
- Secret Tape



COLLECT S-K-A-T-E



Grind on a bench near the starting point then ollie up to the concrete wall that runs parallel to it. Ollie again just before a gap in the wall to pick up the S.



You can grab the K by grinding a different portion of the wall, or you can go down the ramp near the cow and pull off some vert moves to snatch it out of the air.



Grind down a long blue bench in the park then ollie just before you reach the letter above it. Head back to the upper-left side of the course to pick up the other two letters.



Hop onto the rail on your way out of the park then grind toward the T above it. Make a quick ollie once you get on the rail, or else you'll need to turn around.



The E is the hardest letter to collect. Build up some speed by performing vert moves on the two nearby pillars, then spin between the pillars to grab the letter.

50-50 JOEY'S SCULPTURE



The great thing about pulling off a 50-50 Grind on Joey's Sculpture is that you don't have to go very far from the start to find it. Make a quick right, then ollie over the railing onto it. The bad thing is that it may take you a few painful falls before you actually land on it.



WRANGLE THE BLUE COW



To complete two phases of the three-phase wrangling task, Ollie over the animal statue so you either take off or land on all four sides of its diamond-shaped platform. To finish the objective, line yourself up with the head or tail then ollie and grind the statue's back.

FINO THE SECRET TAPE



You'd better pack a lunch before you go after the tape, because it is a grueling trip. Ollie onto the front of a building from a small ramp then Wall-ride and wallie up to a pipe. Grind the pipe then wallie up to an electric sign.

Grind along the electric sign then ollie up to a multilevel fire escape. You'll need to grind then ollie up each level of the fire escape until you reach the tape. When you're done collecting all the tapes, you'll find out if it was worth the effort.

OLIE THE HYDRANTS



The hydrant next to the bench is the hardest to hit—so it's wise to start with it. It looks like it's sitting on the ground, but it's really floating in the air.

The next two hydrants require an identical strategy: Ride down the sidewalk—just inside the curb—then ollie just before you reach the hydrant.

Follow the instructions for the previous hydrant. You could also try a move called a Boneless to reach the hydrant: Press B, double-tap Up on the Control Pad then release B.

COLLECT FIVE SUBWAY TOKENS



Ollie between the two small ramps in front of the buildings to grab the Subway Token floating in the air.

Grind the rail down the ramp then ollie to the token. If you're going fast enough, you can also ollie from the ramp to reach it.

The two small ramps in front of the starting point also have a token hovering between them. Ollie to reach it.

Ollie from the slanted wooden board to grab the token just inside the park area. Check the token's shadow to locate it.

It's easier to grind the bridge wall by starting on the near side of the token—you'll have more room for error during your initial ollie.



SKATE STREET, VENTURA

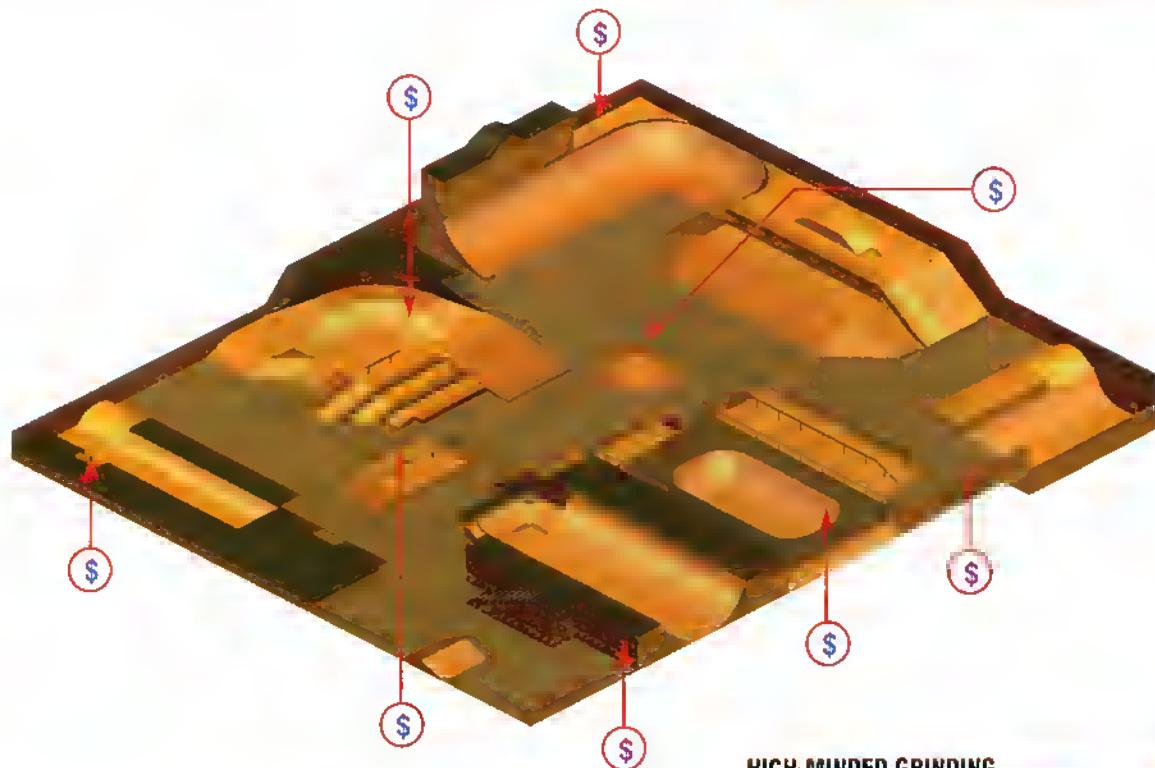
Your second big competition is the Plywood Paradise in Ventura, California. Although the scoring setup is the same as in France, the prize money is much more impressive and the course is clearly maximized for big tricks.



COMPETITION

WIN A MEDAL

COLLECT CASH



MAP KEY:

\$ \$50

\$ \$100

PICK UP SOME POCKET CHANGE



By the time you've reached Ventura, the prices for slats and decks will be through the roof. A \$100 or \$50 bill probably won't go very far, but a bunch of them may help buy you a little extra hangtime or some extra balance on the rails.

HIGH-MINDED GRINDING



The big, banked area in the far corner of the course will allow you to generate some big air beside a tower platform. You may want to grind the tower's edge then drop down to grind on the lip of the ramp.

You can perform a few extra moves on your way down to the bowl to rack up an enormous combo score. Kickflips and heellips are the easiest and fastest extra tricks to perform while you're in the air.

HALFPIPE HAPPINESS



The halfpipe in the near right-hand corner of the course is one of the best spots for generating big vert moves. Try to do a few combinations on each side to build momentum.



When you reach maximum altitude, start piling up as many separate tricks as you can for a big combo. Just make sure you have enough time to perform all of them before you land.



One special move in a combo makes a major difference in the final point tally. Try special moves every time your special meter allows it. You can't win without them.



ROOFTOPS, BOSTON

As a reward for medaling in Ventura, you'll get the chance to risk your neck on a dangerous rooftop course in Beantown. Unlike the other levels, there aren't any obvious items to collect on the roof or judges to rank your performance. That doesn't mean there's nothing to do, however.

BIG ERR



Don't try jumping the gap from the shorter building to the taller building—or you'll end up catching air in the wrong direction. There's no penalty for falling, other than a loss of valuable time in a single session.



SKYWAY TO NEXT DOOR



There's only one apparent way to get from the shorter building to the taller building. Ollie up to the lighted billboard, grind to the edge then ollie to the narrow ledge of the other building.

RETURN TRIP



The trip from the taller building to the shorter building is simpler than going the opposite way, but not necessarily easier. Generate speed with some vert moves then ollie off of the slanted skylight.

KEEP GRINDING AWAY

One of the great aspects of THPS2 is its open-endedness. Even if you've built up every skater to superhuman ability levels, you can always try to get a higher score in Single Session Mode. You may also discover some interesting surprises if you keep on working the courses.





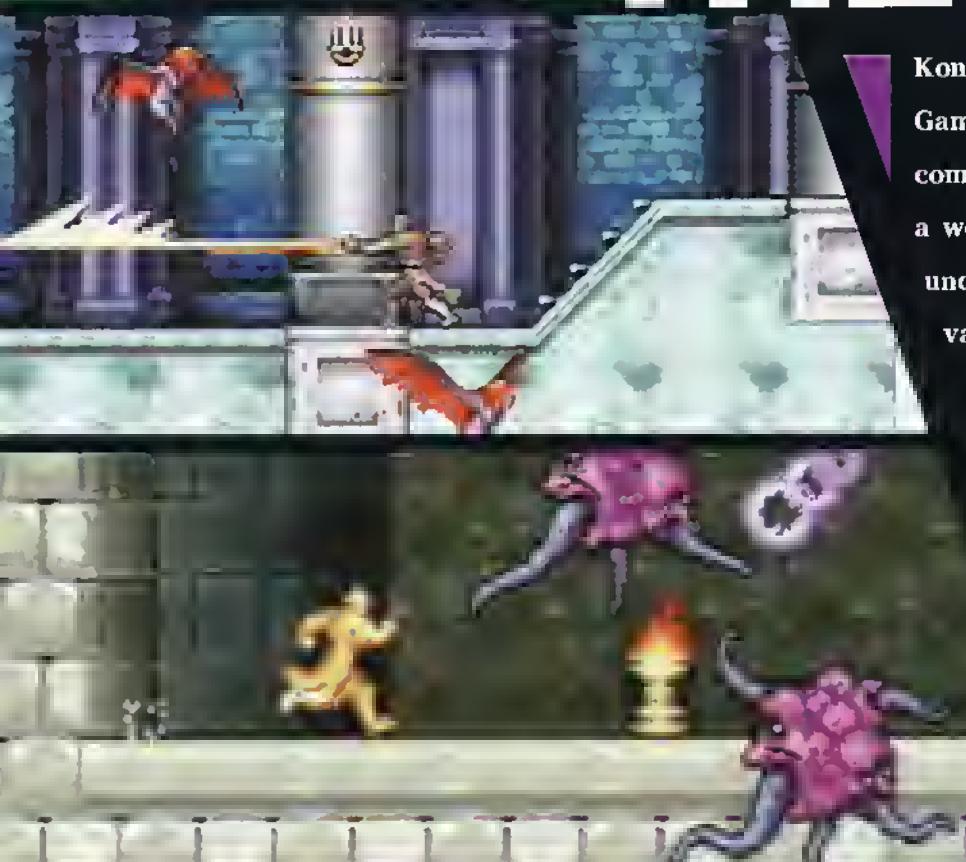
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CASTLEVANIA: CIRCLE OF THE MOON



Konami's *Castlevania: Circle of the Moon* for the Game Boy Advance has everything gamers have come to expect from the *Castlevania* series. Explore a wondrous 2-D world, where you'll encounter the undead at every turn. Upgrade your player with various magic items, weapons and skills.

GENRE: ACTION

PLAYERS: 1

RELEASE: JUNE 2001

WEBSITE: KONAMI.COM



Mild Violence
Animated Blood

© 2001 Konami.

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DRAC IS BACK

It is 1830 and the evil Camilla has brought Dracula back from the grave. When faced with the Lord of Darkness, our two vampire hunters, Hugh Baldwin and Nathan Graves, get separated from their esteemed teacher, Morris Baldwin. As Nathan, you must explore the vampire's castle to destroy Dracula and rescue your master.



HELPFUL ITEMS

Throughout the game, enemies will drop various items that you can use during your journey. There is no limit to your inventory, so pick up as many items as you like. Here is a list of all the goodies you can obtain in the game.

CLOTHING

BRONZE ARMOR



Bronze Armor is the most basic form of armor you'll come across. Wearing it increases your Defense by only 50 points.

CHAIN MAIL



Chain Mail is similar to the Bronze Armor, but rarer. Wearing it increases your Defense by 100 points.

COTTON CLOTHES



The weakest apparel you can slip on, Cotton Clothes will boost your Defense by 20 points, which is better than nothing.

COTTON ROBE



You will find this piece of clothing more often than you would like. It will boost your Defense by a paltry 25 points.

GOLD ARMOR



This fine armor only looks expensive. A lot less common than Chain Mail, it will increase your Defense by 80.

LEATHER ARMOR



Leather Armor is very prevalent throughout the game. It will probably be your first piece of clothing. Good for 30 Defense points.

PLATINUM ARMOR



This interesting item will increase your Strength by 50 points, your Defense by 60 points and your Intelligence by 10 points.

PRISON GARB



This piece of clothing will not only increase your Strength by five points but will also boost your Defense by 20 points.

RAINBOW ROBE



The Rainbow Robe will increase your Defense by 140 points, your Intelligence by 140 points and your Luck by 15 points.

SILK ROBE



Weaker than the Rainbow Robe, the Silk Robe will increase your Defense by 40 points and your Intelligence by 140 points.

STEEL ARMOR



More powerful than Chain Mail or suits of Bronze, Gold or Leather Armor, this item will increase your Defense by 120 points.

STYLISH SUIT



Not only will you look good wearing this item, but it will also increase your Strength by 10 points and your defense by 40 points.

MORE CLOTHING ITEMS TO FIND:

DARK ARMOR
DIAMOND ARMOR
MAGIC ROBE
MIRROR ARMOR
NEOOL ARMOR

NIGHT SUIT
NINJA GARB
SAGE ROBE
SHINNING ARMOR
SOLDIER FATIGUES



The items you discover will affect your character in different ways. Increasing your Luck will help you discover more items. Increasing your Intelligence will decrease the amount of mind power you'll need to cast magic. Many items affect multiple stats both positively and negatively.

ARM EQUIPMENT

ARM GUARD



This is a pretty basic piece of equipment that can be equipped on either arm. It adds 10 points to your Defense.

CURSED RING



The Cursed Ring adds 30 points to both your Strength and your Defense, but saps 100 points from your Intelligence.

GAUNTLET



This item is very similar to the Arm Guard and can be equipped on either arm. It will increase your attack power by 15 points.

HARD RING



Be wary of the Hard Ring. It will increase your Defense by 50 points but lower your Strength and Luck by 10 points each.

INTELLIGENCE RING



While this item will increase your Intelligence by 50 points, it will also lower both your Strength and Luck by 10 points.

LUCK RING



The Luck Ring will increase your Luck by 50 points, but will also lower both your Defense and Intelligence by 10 points.

MAGIC GAUNTLET



The most common gauntlet in the game will increase your Intelligence by 10 points.

STRENGTH RING



This item will increase your Strength by 50 points but will sap your Defense and Intelligence by 10 points each.

WRIST BAND



This is another common item in the game and can be equipped on either arm. It will increase your Strength by 5 points.

MIRACLE ARMBAND



For a few extra strokes of good fortune, strap on the Miracle Armband, which will increase your Luck by 10 points.

MORE ARM EQUIPMENT ITEMS TO FIND:

BEAR RING
DEFENSE ARMBAND
DOUBLE GRIPS
GAMBLER ARMBAND

SAGE ARMBAND
STAR BRACELET
STRENGTH ARMBAND
TOY RING

HEALTH & MAGIC

ANTIDOTE



If you are bitten by a venomous foe, your health will decrease point by point. Antidote will reverse the effects of poison.

CURE CURSE



Some undead foes, such as Marionettes, may place a curse upon you. Use this item to reverse your Curse Status.

HEART



In your fight against the undead, it is vital that you collect Hearts. This item will restore 10 of your Hearts.

HEART HIGH



You will not come across a Heart High very often. The item will restore 50 of your Hearts.

MEAT



Meat will appear after you have broken chandeliers or eliminated certain enemies. It will restore 50 Hit Points.

MIND RESTORE



Hit Points and Hearts aren't the only things you need to replenish. Mind Restore will restore 30% of your magic points.

MIND HIGH



You will need a lot of magic to put some of your tougher enemies to rest. Using this item will restore 50% of your magic points.

POTION



Players will definitely take a beating physically in Dracula's castle. Taking this will restore 20 precious Hit Points.

SPICED MEAT



Munching on a hunk of meat will restore a whopping 100 of your Hit Points.

MORE HEALTH AND MAGIC ITEMS TO FIND:

HEART EX
HEART MEGA
MINO EX

POTION EX
POTION HIGH

MAX INCREASE ITEMS



Max Increase items extend your various meters. HP Max Increase items refill your red Hit Point meter and raise your HP Points (HP) by 10. MP Max Increase items refill your blue Mind Point meter and raise your Mind Power (MP) by 10. The Heart Max increase replenishes six Hearts and raises your Heart capacity by six.

DSS CARDS

Some enemies will drop a DSS (Dual Setup System) card when you defeat them. The cards may correspond to either an Action or an Attribute, and combining them in different ways will give you special powers.



Pause the game and select CARD to see a description of your deck. Some card pairings require specific circumstances before you'll be able to summon their magic, so you might have to perform a certain move to tap into a card combo's power.

DSS CHART KEY: MP: MIND POWER STR: STRNGTH DEF: DEFENSE INT: INTELLIGENCE LCK: LUCK MP DECREASES WITH EACH USE MP DECREASES WHILE ACTIVATED

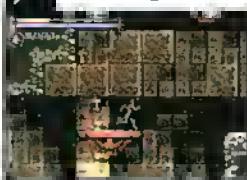
ACTION										
ATTRIBUTE	MERCURY	VENUS	JUPITER	MARS	DIANA	APOLLO	NEPTUNE	SATURN	URANUS	PLUTO
SALAMANDER		Fire Whlp.		Two powerful fireballs circle you in defense.	Fire Sword. Its swing can attack above you.	A fireball shoots forward with each attack.	A bomb is thrown when you press Down, forward and Up, then attack.	When hit with a fire attack, MP is reduced, while 12.5% of HP is recovered from hit.	A Bat Familiar that attacks in tandem will appear.	A Salamander is summoned to attack.
SERPENT		STR +5% 6 MP	STR +25% 4 MP	4 MP	STR +10% 8 MP	32 MP	20 MP	3 MP	4 MP	160 MP
MANDRAGORA		Ice Whlp. Use it to freeze enemies, which you can use as platforms.		Ice balls circle you in defense. They can freeze enemies.	Ice Sword. Its swing can attack above you and freeze enemies.	Three balls of ice are released and spread with each attack. They can freeze enemies.	An ice ball is thrown when you press Down, forward and Up, then attack. It can freeze enemies.	When hit with an ice attack, MP is reduced, while 12.5% of HP is recovered from hit.	A Ghost Familiar that heads toward enemies and attacks them will appear.	A Serpent is summoned to attack.
GOLEM		Whlp of Thorns. Longer distance whip.		If you are stationary, your health is slowly replenished.	Rosa Sword. Its swing can attack above you. Longer range.	Three plumes of rosa petals are thrown with each attack.	A rose is thrown when you press Down, forward and Up, then attack.	When hit with a plant attack, MP is reduced, while 12.5% of HP is recovered from hit.	An Owl Familiar that attacks in tandem will appear.	A Mandragora is summoned to attack.
COCKATRICE		Earth Whlp. Turns enemies to stone. They can be used as platforms.		Odeance increases as the percentage of the map uncovered increases.	After you're hit, the duration of invincibility is four times longer.	Massive Hammer that causes earthquakes when it hits the ground.	A moving earthquake is released forward with each attack.	Slagmillas are raised when you press Down, forward and Up, then attack.	A Hawk Familiar that dives at enemies and attacks them will appear.	A Golem is summoned to attack.
MANTICORE		Poison Whlp. Releases a mist of poison in the air when you swing your whip.		Gain Experience Points while walking.	Turn to stone with limited movement. Poison, curse, stone & freeze won't affect you.	Tonlers that turn enemies into stone. Range is less than whip.	Three rocks are thrown with each attack.	Comets are dropped on enemies when you press Down, forward and Up, then attack.	When hit with a stone attack, MP is reduced, while 12.5% of HP is recovered from hit.	A Cockatrice is summoned to attack.
GRIFFON		STR +10% 6 MP	STR +10% 6 MP	2 MP	STR +20% 12 MP	STR +20% 12 MP	16 MP	60 MP	3 MP	4 MP
THUNDERBIRD		Wind Whlp. Press and hold button for a continuous attack.		While you dash, a sonic wave will appear in front of you as protection.	Sword Draw. Hold the button, for a stronger attack.	A wind wave is released with each attack.	A tornado is created when you press Down, forward and Up, then attack.	When hit with a wind attack, MP is reduced, while 12.5% of HP is recovered from hit.	A Wind Spire Familiar appears and attacks in tandem.	A Griffon is summoned to attack.
UNICORN		STR -15% 10 MP	INT +25% 4 MP	4 MP	STR +40% 16 MP	STR +40% 16 MP	128 MP	60 MP	3 MP	8 MP
BLACK DOG		Electric Whlp. Hold button to electrocute enemies.		Strength increases with the amount of map uncovered.	You will be sent flying when hit, but damage is half as much as usual.	Martial Arts. Rapidly press button for combo attacks. Short range.	When whip is spun, it is electrified.	A lightning ball is thrown when you press Down, forward and Up, then attack.	When hit with an electricity attack, MP is reduced, while 12.5% of HP is recovered from hit.	A Thunderbird is summoned to attack.
		10 MP	16 MP	4 MP	16 MP	16 MP	12 MP	80 MP	3 MP	16 MP
		STR +20% 20 MP	DEF +50% 8 MP	8 MP	STR +70% 32 MP	STR +70% 32 MP	48 MP	80 MP	3 MP	200 MP
		STR +50% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	4 MP
		STR +40% 40 MP	DEF +50% 8 MP	8 MP	Attack with a gun. Slow to fire, but long range and very powerful.	Attack with a gun. Slow to fire, but long range and very powerful.	Eight shells of darkness are released around you with each attack.	A black hole is thrown when you press Down, forward and Up, then attack.	When hit with a darkness attack, MP is reduced, while 12.5% of HP is recovered from hit.	An Imp Familiar that releases a powerful attack when the button is held appears.
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	4 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	Attack with a gun. Slow to fire, but long range and very powerful.	Attack with a gun. Slow to fire, but long range and very powerful.	Eight shells of darkness are released around you with each attack.	A black hole is thrown when you press Down, forward and Up, then attack.	When hit with a darkness attack, MP is reduced, while 12.5% of HP is recovered from hit.	An Imp Familiar that releases a powerful attack when the button is held appears.
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	4 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
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		STR +40% 40 MP	DEF -50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		DEF +50% 8 MP	STR +50% 8 MP	8 MP	STR +100% 32 MP	STR +100% 32 MP	32 MP	120 MP	3 MP	100 MP
		STR +40% 40 MP	DEF -50							

MAGIC ITEMS

Playing through Dracula's Castle isn't all fun and games—you'll come face-to-face with some difficult bosses. By defeating them you'll earn Magic Items, which will allow you to access areas

that you normally couldn't reach. The icons below represent magical items. If you need a specific Magic Item to venture deeper into an area, its icon will appear on the map.

DASH BOOTS



This Magic Item makes you move faster. Double-tap forward to perform a dash move. The boots will allow you to make longer jumps and cover ground faster. You'll find the Dash Boots in the Catacombs, and the footwear is the only item you can earn without having to defeat a boss first.

TACKLE



Stone blocks barricade some passageways in the castle. While pressing forward, hit the special move button to charge at a block and destroy it. You'll find the Tackle Magic Item in the Audience Room after defeating the second boss.

HEAVY RING



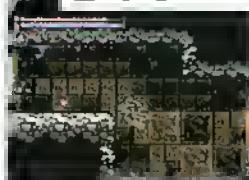
There'll be times when you won't be able to use the Tackle to break a box that is blocking your way. After defeating the fourth boss, located in the Chapel Tower, you'll be given the Heavy Ring. The helpful item will allow you to push boxes—like those shown in the picture—out of the way so you can gain access to other areas of the game.

ROC WING



You'll find the Roc Wing only after defeating the seventh boss, located in the Underground Waterway. By pressing Up and your special move, you'll be able to fly up in the air. You can repeat this move to access higher areas—just press and hold Up and the special move button again.

DOUBLE



After defeating the first boss in the Catacombs, you'll earn the Double, which gives you the ability to perform two consecutive jumps in the air. When you reach the top of your first jump, press the jump button again to perform a second jump.

KICK BOOTS



The Kick Boots allow you to adhere to a surface for a brief moment before jumping to the opposite wall. Press forward toward a wall, hold the special move button and then press Left or Right, depending on your location. Use the technique to move little by little to higher ground. You'll earn the Kick Boots after defeating the third boss, located in the Machine Tower.

CLEANSING



As you explore Dracula's Castle, you'll come across polluted bodies of water. To prevent the water from damaging you, you can use the Cleansing Magic Item to make the water safe to traverse. You'll get Cleansing after defeating the sixth boss, located in the Underground Warehouse.

LAST KEY



After exploring Dracula's Castle, you'll have to gain access to his Ceremonial Room. To access this area, you must first find the Last Key. Players can obtain it by defeating the eighth boss, located in the Observation Tower.

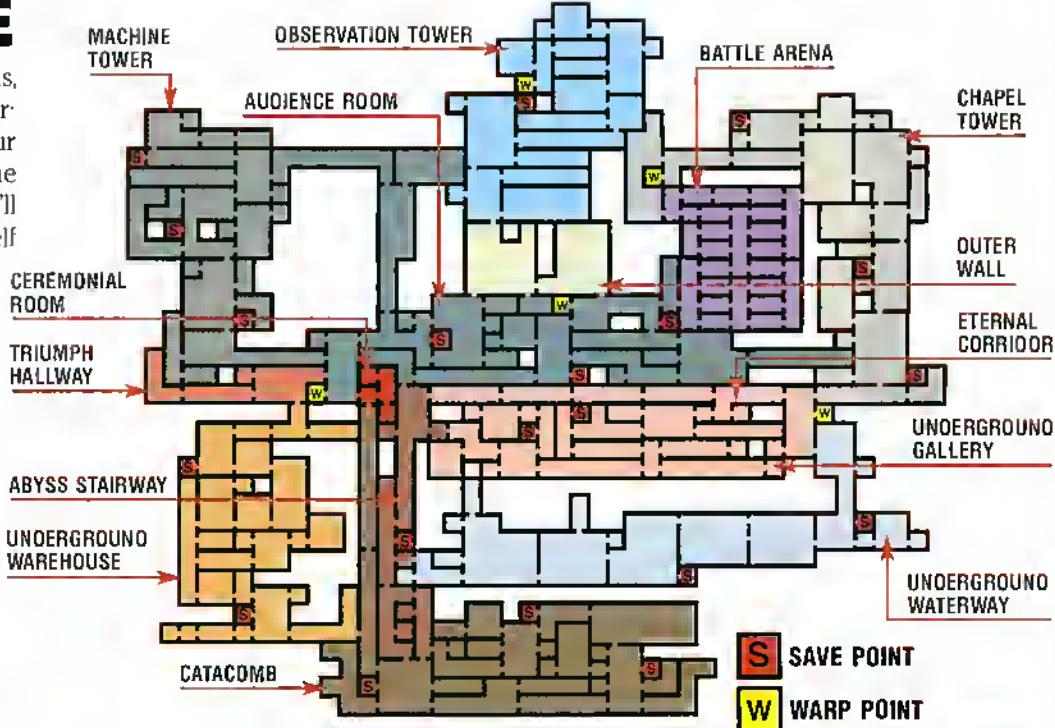
THE CASTLE

Dracula's Castle is divided into 14 areas, and each area is represented by a different color on the map to the right. Your journey begins in the Catacomb—the brown section of the map—and you'll eventually meet up with Dracula himself in the Ceremonial Room.

CHECK YOUR MAP



There is a handy Auto Map feature in the game, which you can use at any time to figure out where you are and, more importantly, where you've been. To access this feature, press the Select Button.





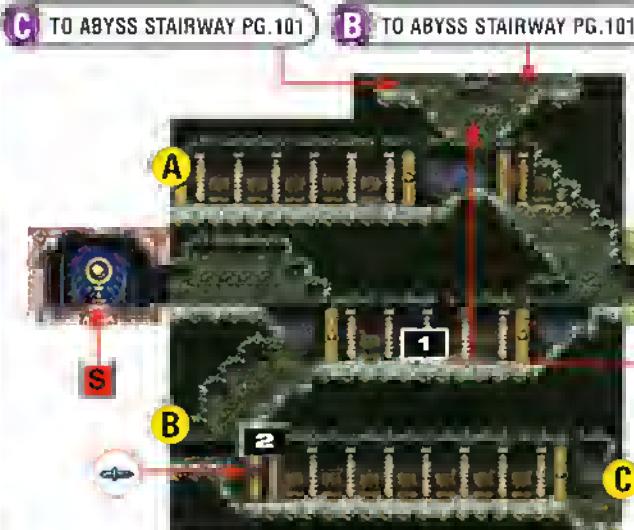
CATACOMB

In the castle's first area, a few snaps of your whip will defeat most enemies. You'll be weak, though, so keep an eye on your Hit Points.



SAVE POINTS: Keep track of where save points are located, and save often. Every time you save, you'll refill your HP and MP meters.

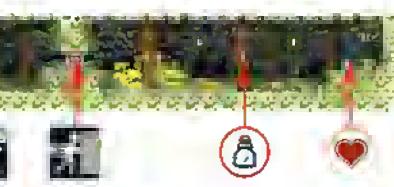
B FROM CEREMONIAL ROOM PG. 116



1 GETTING POISONED



Poison worms can inflict a significant amount of damage on your character. If one touches you, it will poison you and your HP will gradually decrease. If you have an Antidote, you can counteract the poison. If not, you'll have to wait until the poison's effects subside.



B



2 THE KNIFE



After knocking out the candle, you'll get your first secondary weapon—the Knife. The Knife is effective from long and short range. To use it, press Up and A. Although the Knife is not very powerful, consistent hits with it will dispatch most enemies. Be aware that each Knife you use drains a Haart.



3 DSS MOVE (MERCURY + SERPENT)



Some enemies will drop DSS cards. Mixing and matching these cards will lead to different results. When you have the Mercury and Serpent DSS cards, combine them to create the Ice Whip. Use the Ice Whip to freeze the Brain Floats. Once they're chilled, you'll be able to use them as platforms to reach the HP Max Increase.

G FROM UNDERGROUND WAREHOUSE PG. 111



MAP KEY:

MAGIC ITEM NEEDED:

	KNIFE
	DASH BOOTS
	DOUBLE
	TACKLE
	KICK BOOTS
	HEAVY RING
	CLEANSING
	ROC WING
	LAST KEY

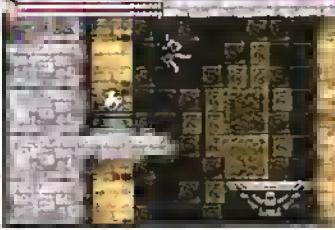


5 DASH BOOTS



Near the Earth Demon, you'll find the first magic item—the Dash Boots. Double-tap in a direction to start running. Not only will the boots allow you to move faster, but they will also let you jump farther. You'll be able to access areas that were once out-of-reach.

7 HP MAX INCREASE



You'll find your first HP Max Increase here. It will replenish your HP meter and increase your maximum Hit Points, which will make you more powerful and able to sustain more damage. Potions are spread throughout the game—be sure to snatch up every one.

8 MP MAX INCREASE



In the same way that an HP Max Increase will boost your health, the MP Max Increase will replenish and increase your Mind Power. Having plenty of MP at hand is useful for players who like to use DSS card abilities against enemies.



4 YOUR FIRST MAJOR ENEMY



The Earth Demon may look scary, but he's really quite predictable. Jump over his earthquake attacks and use your whip to defeat him—it usually takes five hits. Earthquakes occur every time he lifts his arm, so time your jumps accordingly.



6 SCOOT UNDER AND GET THE HEART MAX INCREASE



Occasionally, you'll come across low-clearance areas that are too tight to enter. Press Down and A to slide into smaller passageways. Slip under the barrier pictured above to find a Heart Max Increase. The item will increase the amount of Hearts you can hold, which means you'll be able to use your secondary weapons more often.

5 HIDDEN ROOMS



There are secret rooms hidden throughout the castle. Uncover the elusive areas by cracking your whip to break down certain walls. The first of many secret rooms is called out on the map. Typically, secret rooms contain a Max Increase item.



10 SLIDE THROUGH THE ONE-WAY OPENING

From time to time, you'll come across narrow openings that are one-way passages. If there is no way for you to crouch and scoot underneath, then the passage is exit-only.



THE AXE

Heart x 2

The Axe is one of the most powerful weapons you'll find. It allows you to attack enemies that are located above or ahead of you. It is also very effective through walls and platforms, and it doesn't use up as many Hearts as other secondary weapons do.

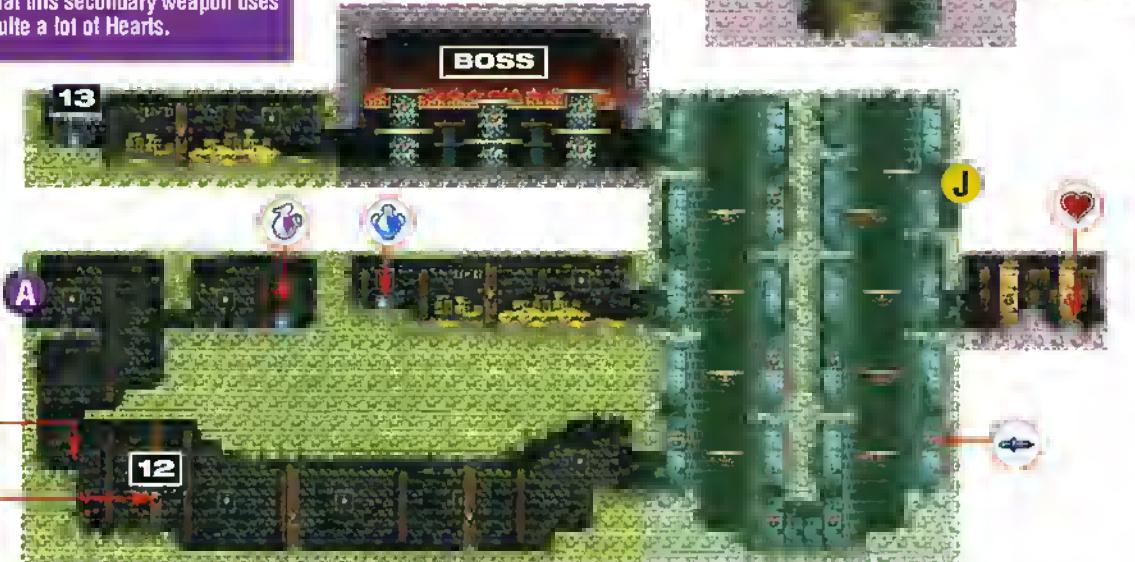
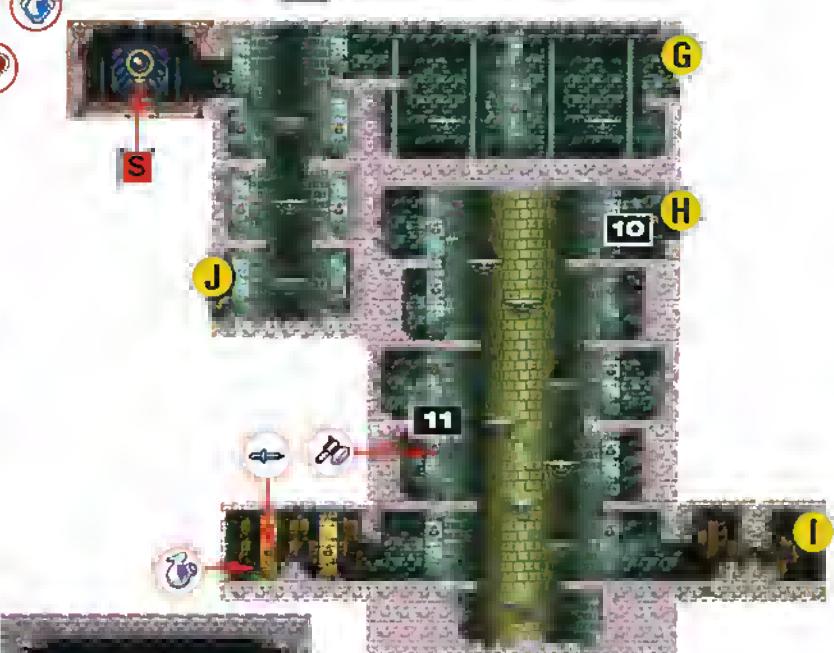


THE POTION

•  x 4



With the Potion, you can throw a blue flame onto the ground to burn enemies in their tracks. The Potion will continue to burn for a while, inflicting damage as the fire blazes. Keep in mind that this secondary weapon uses quite a lot of Hearts.



CERBERUS (LEVEL 5+ RECOMMENDED)



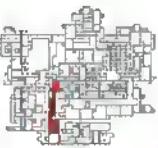
Equip any armor and grab the **Potion** before lighting Cerberus. When the dog turns blue, it will either pounce or hurt floating, electric charges. Dodge the attacks by steering clear of the arena's middle area. Retreat to a safe distance and retaliate by using Potions. When Cerberus turns red, position yourself directly below the hound to avoid its ray, then attack the dog from behind.



DOUBLE

Once you have beaten Cerberus, enter the next room. Inside, you will find the Oobie Magic Item, which will allow you to execute a second jump while in midair. Use it to soar to previously unreachable areas.



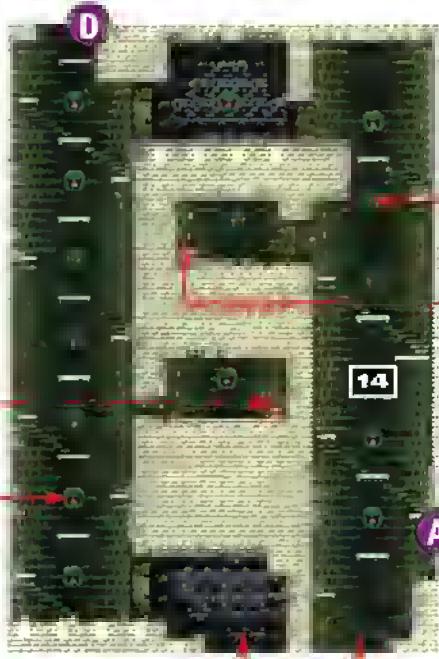


ABYSS STAIRWAY

The Double Magic Item you earned after defeating Cerberus will be put to use right off the bat. Only with the new item will you be able to reach the Abyss Stairway.

MAGIC ITEMS EARNED:

To get to the Abyss Stairway, you need the Dash Boots and Double Magic Item. Since you'll already have the items in your bag of tricks, they will no longer be referenced on the maps.

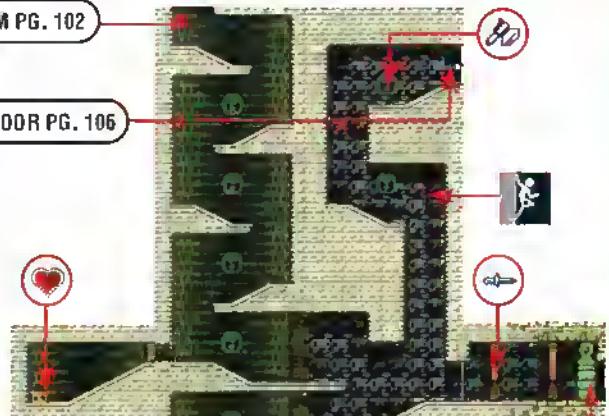


A TO AUDIENCE ROOM PG. 102

A TO ETERNAL CORRIDOR PG. 106

C TO CATACOMB PG. 9B

B TO CATACOMB PG. 9B



G TO UNDERGROUND GALLERY PG. 109

14 MAKING YOUR WAY UP THE ABYSS STAIRWAY



Sometimes the most direct route between two points isn't a straight line. If you can't clear a jump even with the Dash Boots and Double Magic Item, drop down to the bottom and double-jump up the opposite side.

15 CRUMBLING PLATFORMS



The platforms may look sturdy, but they can support your weight for only a brief moment before they break away. Once you land on one, immediately jump to more stable ground. To make the platforms reappear after they've crumbled away, leave the area then reenter it.

16 STATUES



Throughout your vampire hunt, you'll come across statues that act as barriers. When you first find one that blocks your path, you won't be able to do anything about the obstacle. Eventually, you'll be able to make all of the obstructing statues go away. Find out how on page 108.



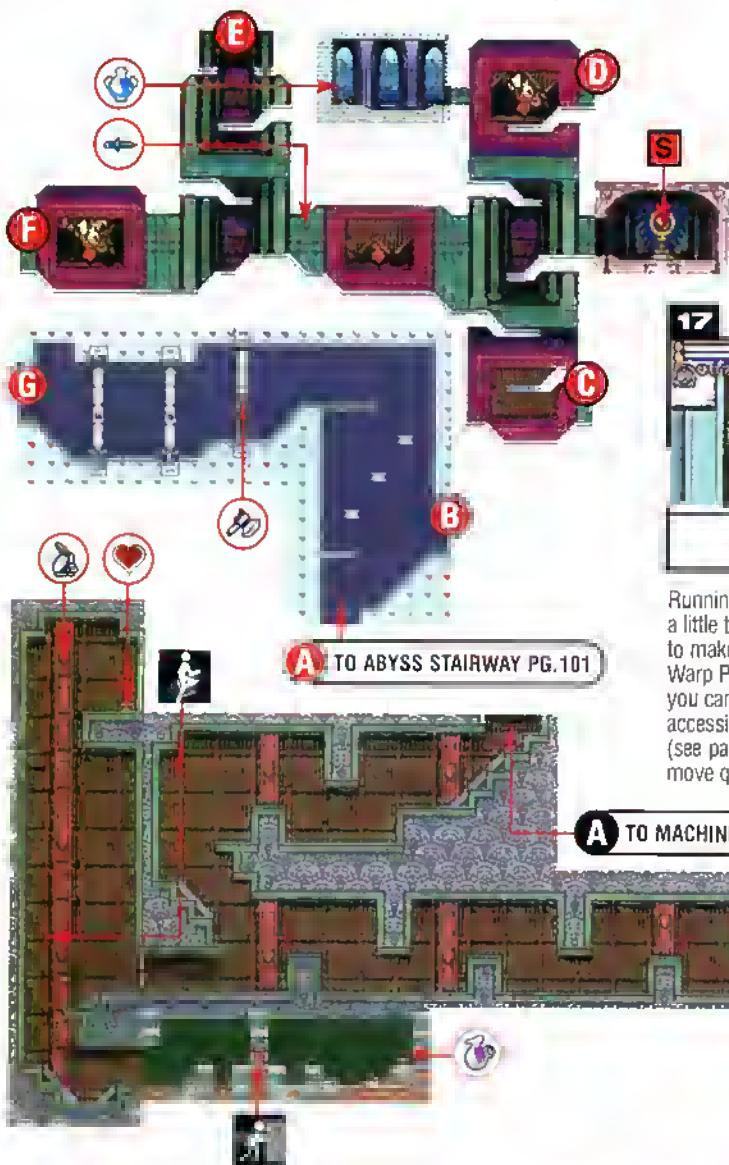
A TO UNDERGROUND WATERWAY PG. 112

AUDIENCE ROOM



The Audience Room is located in the central part of Dracula's Castle. Different areas of the castle branch off from the room, so pay attention to its layout.

MAGIC ITEMS
EARNED:



17 UNLOCK THE WARP
Running around Dracula's Castle can get a little tiring, but you'll have Warp Points to make the trip easier. The door to this Warp Point must be unlocked before you can use it. You can get there by accessing it from another Warp Point (see page 103). Use Warp Points to move quickly through the castle.

18 THE BOOMERANG

  x 6

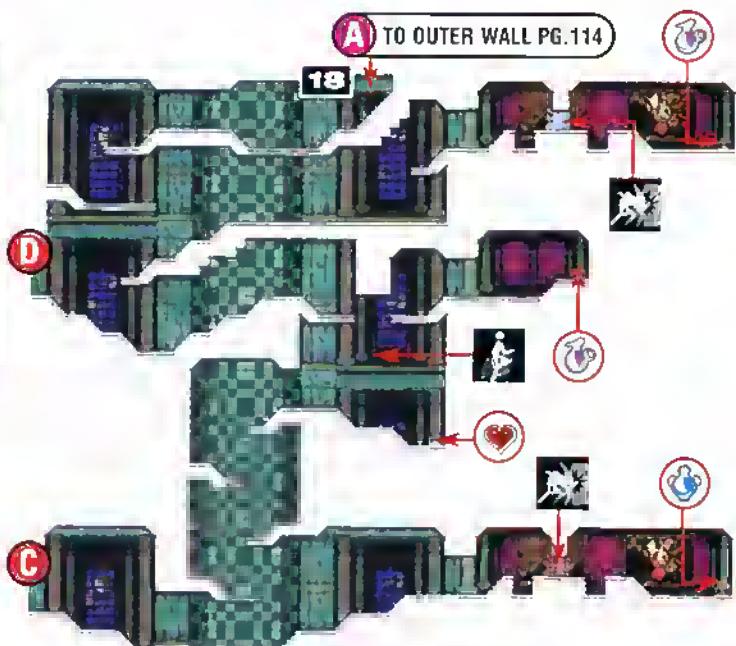


You'll find the Boomerang in the Triumph Hallway (for more info on the area, see page 114). Enter the Triumph Hallway from the Audience Room and continue until you reach the last candle, which holds the Boomerang. The Boomerang can land multiple hits, and you can throw three of them at a time.

19 DETOUR THROUGH THE OUTER WALL



To explore the rest of the Audience Room, you will have to go through the Outer Wall. Continue jumping on the raised platforms through two rooms until you see an exit on the ground level. Jump down to access the right side of the Audience Room. For more details on the Outer Wall, see page 114.

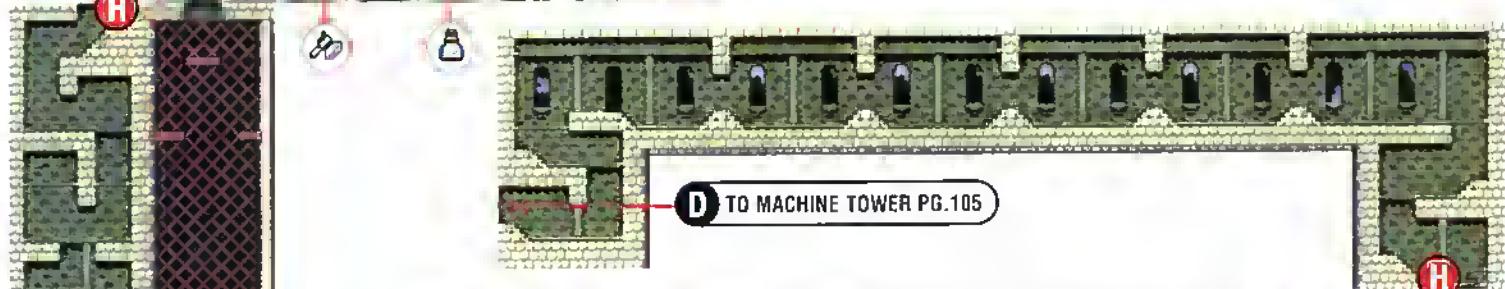




20 THE ARMORY



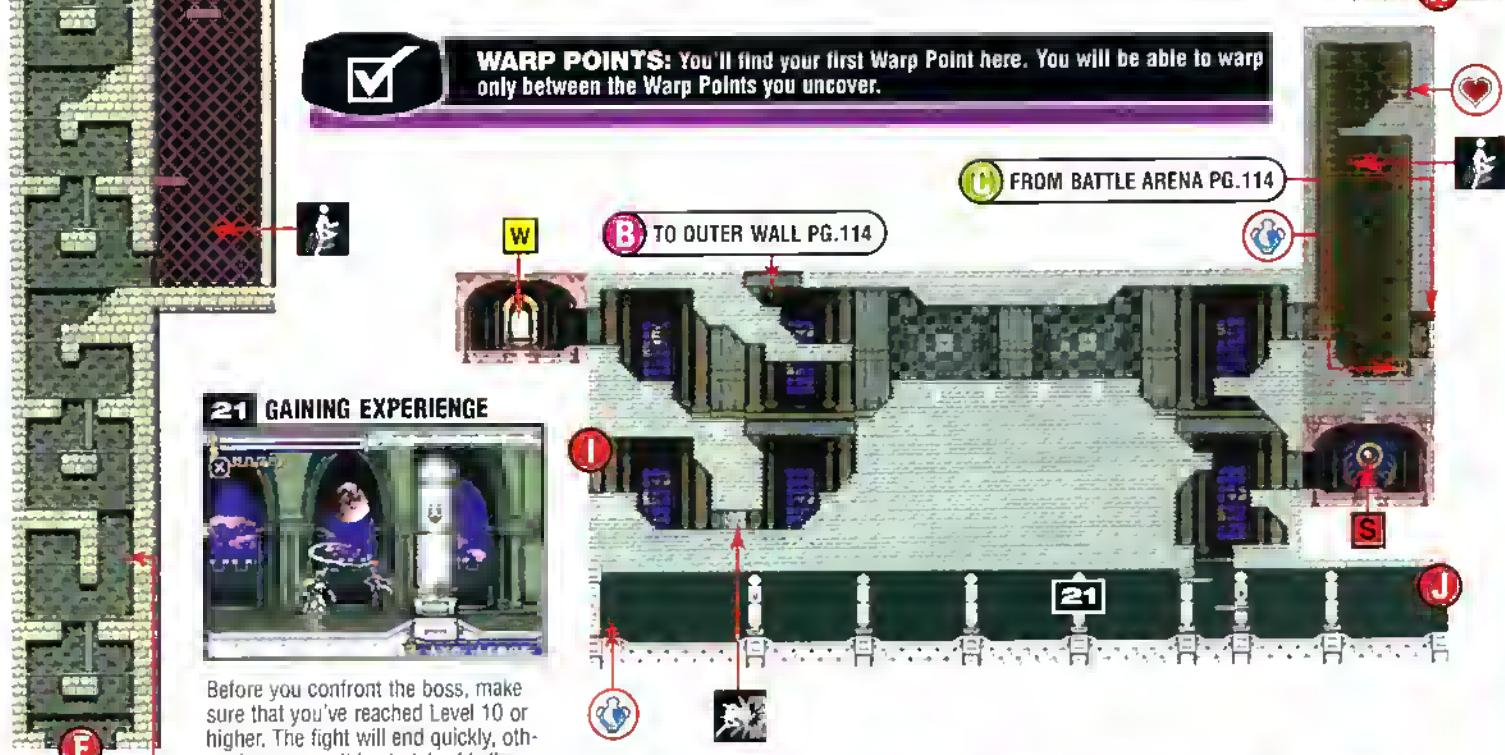
To enter this part of the Audience Room, you must have the Roc Wing. You can pick up every secondary weapon in this area. Beware of the Were-Horse enemies, since they can take a lot of hits and inflict a lot of damage.



D TO MACHINE TOWER PG.105



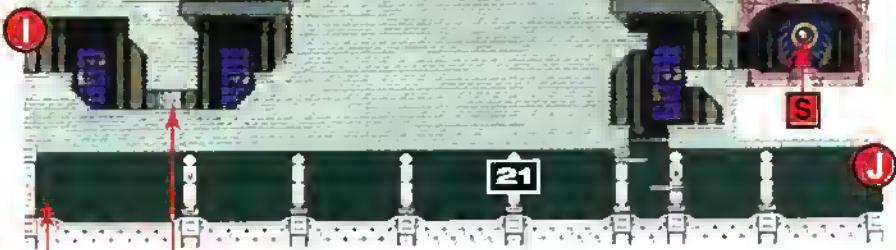
WARP POINTS: You'll find your first Warp Point here. You will be able to warp only between the Warp Points you uncover.



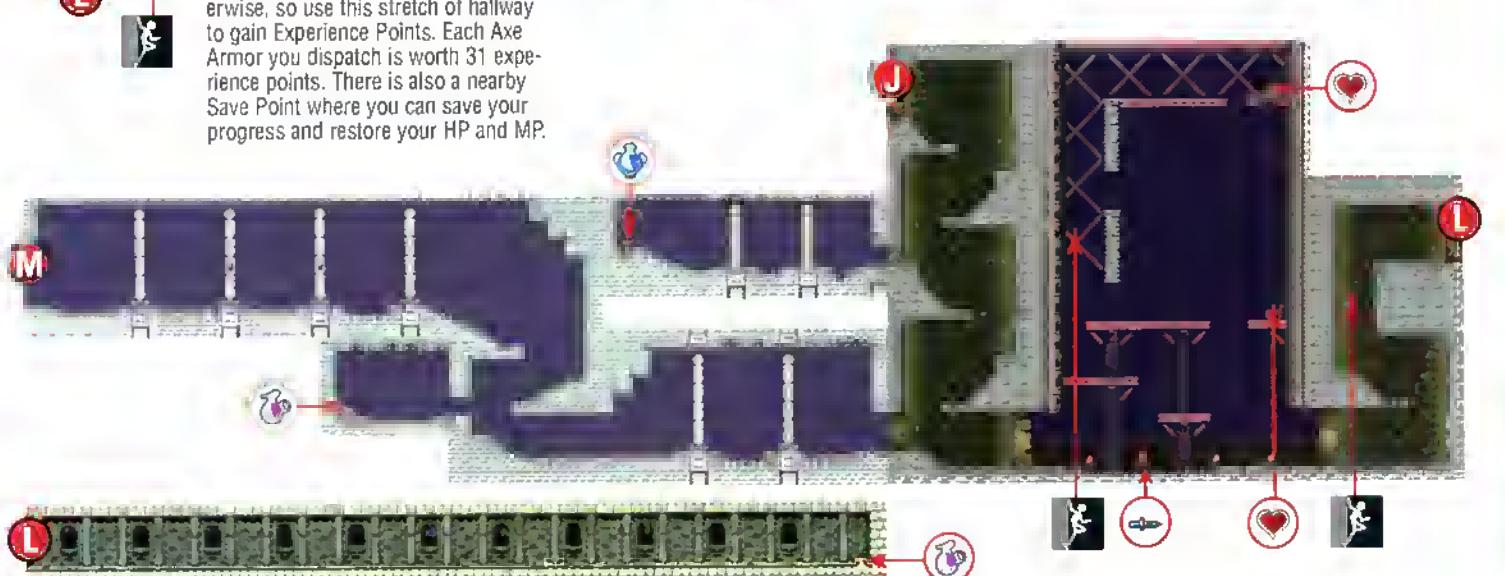
B TO OUTER WALL PG.114

C FROM BATTLE ARENA PG.114

21 GAINING EXPERIENCE



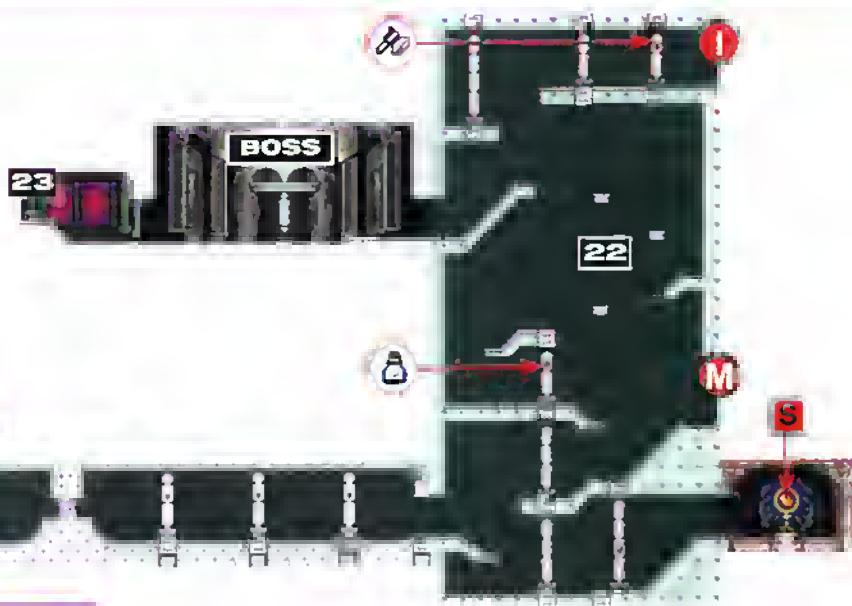
Before you confront the boss, make sure that you've reached Level 10 or higher. The fight will end quickly, otherwise, so use this stretch of hallway to gain Experience Points. Each Axe Armor you dispatch is worth 31 experience points. There is also a nearby Save Point where you can save your progress and restore your HP and MP.



22 A MAD DASH TO THE BOSS



To reach the next boss, you must run and jump atop breakaway platforms, so avoid standing on one for long stretches. If you can keep up a brisk pace with the Dash Boots, you should be able to sprint to the top on your first attempt.



NECROMANCER (LEVEL 10+ RECOMMENDED)

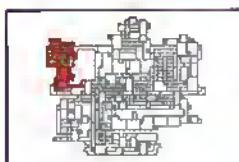


Before facing the Necromancer, go to the DSS screen and combine any DSS cards that will increase your Strength. Combining Mars with Mandragora will arm you with a powerful Rose Sword for the battle. Close in on the Necromancer and strike as many times as possible, but beware of the indestructible orbs it launches. The Necromancer will also turn into a giant energy orb. After you destroy the Necromancer, your job won't be finished—another enemy will appear in its place. To defeat it, use the same techniques you used against the Necromancer.

23 TACKLE

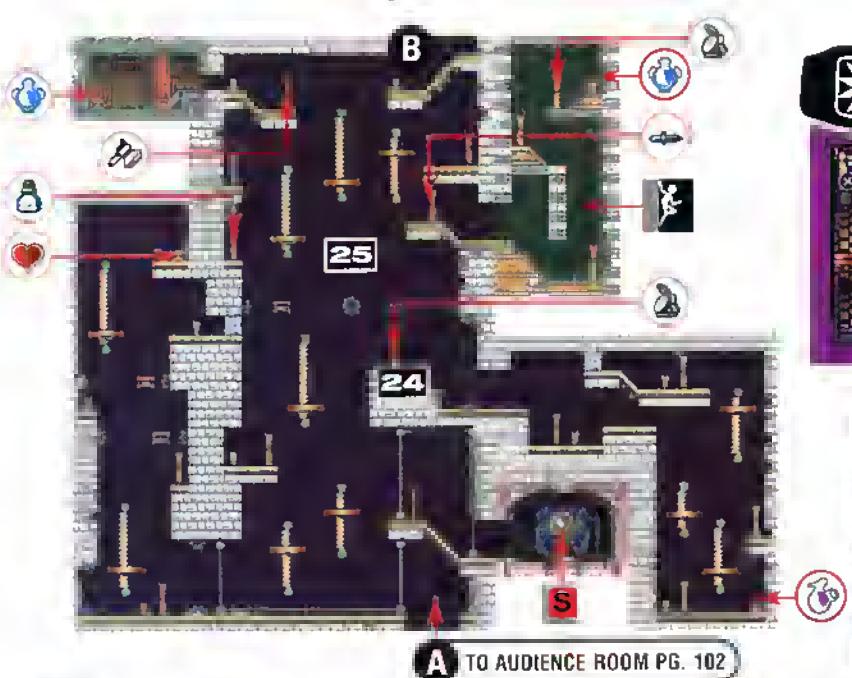


Once you defeat the boss, you will receive the Tackle Magic Item, which allows you to break stone blocks that are in your way. Go back to the left side of the Audience Room and destroy the stone block that obstructs your way to the Machine Tower.



MACHINE TOWER

The Machine Tower requires expertly timed single and double jumps. Each moving platform travels on a fixed route, so figure out its path before jumping.



MAGIC ITEMS EARNED:



24 THE STOPWATCH

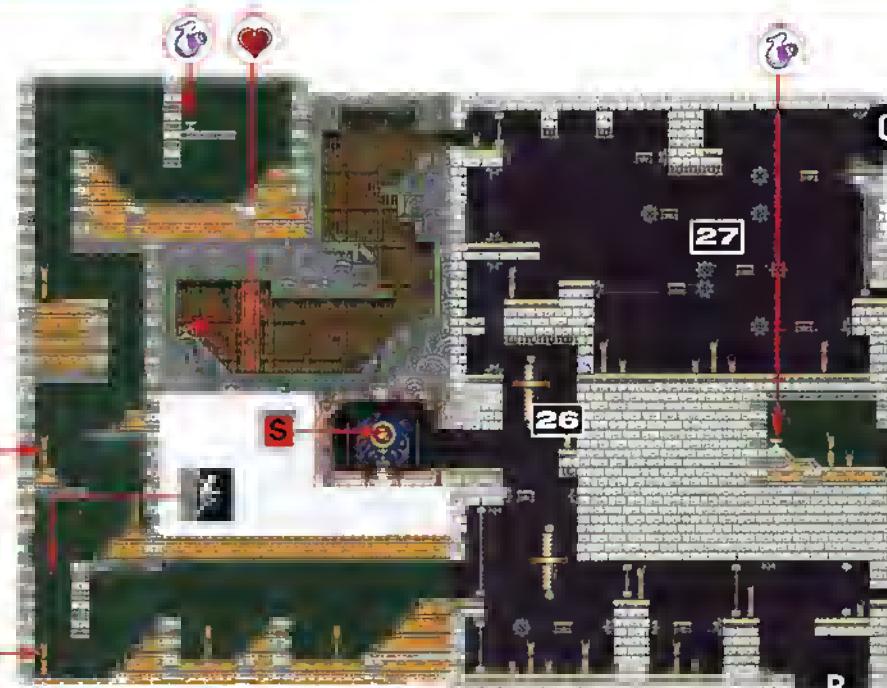


Once you've equipped the Stopwatch, you will be able to freeze enemies for 10 seconds at a cost of 20 Hearts. When your enemies are frozen, they won't be able to escape or fight, so you'll be free to maneuver around them or attack them. The Stopwatch, though, doesn't affect all enemies.

25 MEDUSA HEADS ON MOVING PLATFORMS



The Medusa Heads in the Machine Tower will attack you when you're on the moving platforms. One crack of your whip can destroy a snake-haired head. If a Medusa Head hits you, though, you'll turn to stone. Press Left and Right rapidly until you've shaken free from its hold.



26 SHOCK VALUE



Watch out for electricity from above when traversing platforms on this level. You don't have to duck the currents to avoid getting shocked, but mind your head when jumping.



27 GETTING TO THE TOP

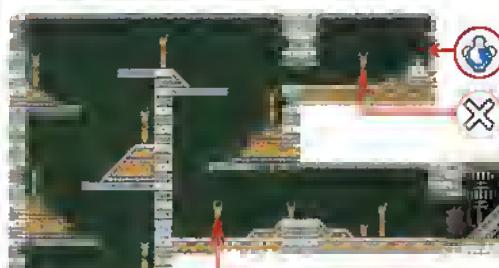


Jumping your way to the top can be tough—especially with Heat Shades throwing fireballs at you—so make your trip easier by getting rid of the enemies. The level is all about timing, so be aware of your surroundings.

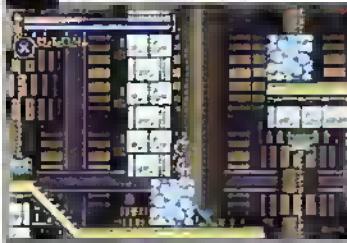
28 THUNDER DEMON



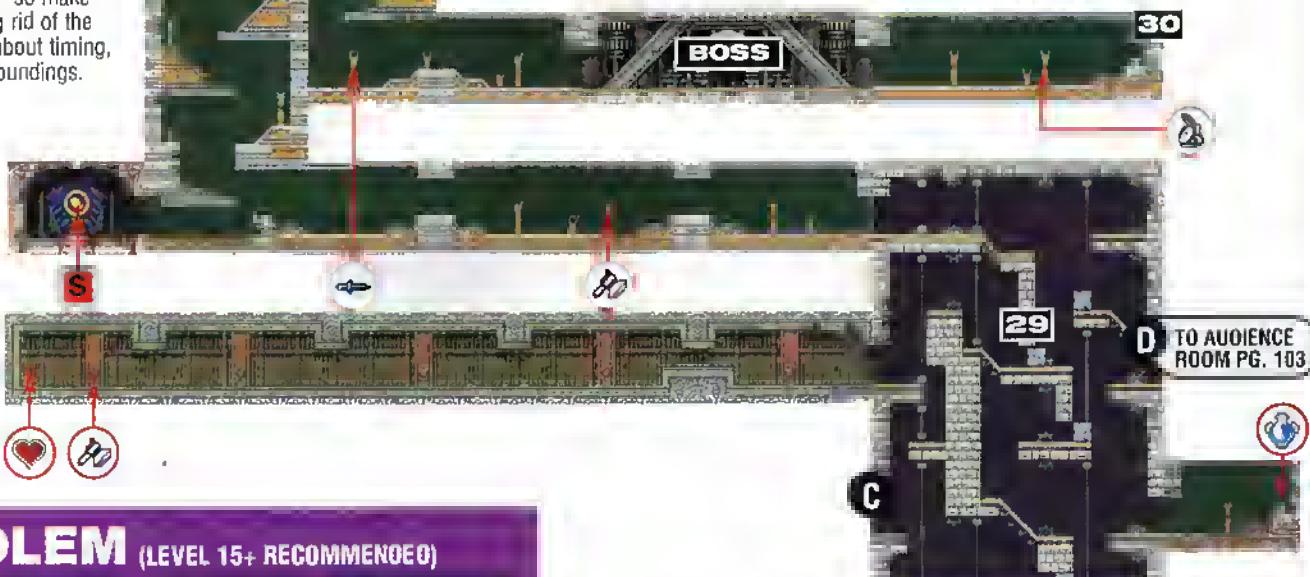
When the Thunder Demon storms out, it will collide with you and zap electricity at you. Maneuver yourself between the Thunder Demon's bolts, then strike.



29 THE OFF-KILTER BLOCK



Destroy the stone block that isn't flush against the wall. When it's out of your way, you'll be able to enter the hallway to the left. If you reenter the room, the stone block will reappear and you'll be able to use it to reach the upper levels.



IRON GOLEM (LEVEL 15+ RECOMMENDED)



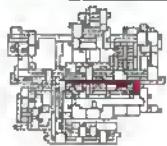
Although small in size, the Iron Golem is extremely tough. On the OSS screen, equip either your Rose Sword or Fire Whip. The Iron Golem moves quite slowly so you can hit him many times before he strikes you. From time to time, he will slam the ground—causing a rumble that drops gears from above. Jump when you see his arms pull back and avoid the debris. Even though he has the power to regenerate his health, just keep attacking him to defeat him.

30 KICK BOOTS



Kick Boots allow you to cling briefly to walls. With Kick Boots, you can progress up narrow passages by jumping from side to side. Head back to the Abyss Stairway and find the passage that leads up to the Eternal Corridor.

ETERNAL CORRIDOR

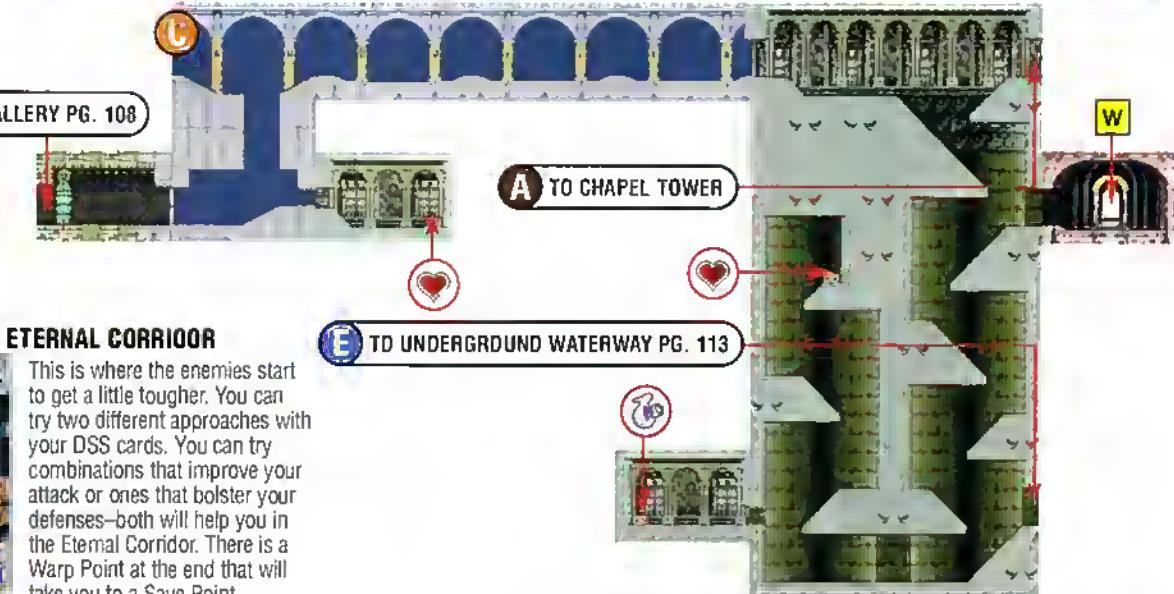


Just below the Audience Room is a long, narrow passageway called the Eternal Corridor. It leads to two more areas: the Chapel Tower and the Underground Gallery.

MAGIC ITEMS
EARNEO:



A TO ABYSS STAIRWAY PG. 101



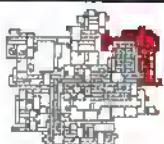
A TO CHAPEL TOWER

E TO UNDERGROUND WATERWAY PG. 113

31 MAKING IT THROUGH THE ETERNAL CORRIDOR



This is where the enemies start to get a little tougher. You can try two different approaches with your DSS cards. You can try combinations that improve your attack or ones that bolster your defenses—both will help you in the Eternal Corridor. There is a Warp Point at the end that will take you to a Save Point.



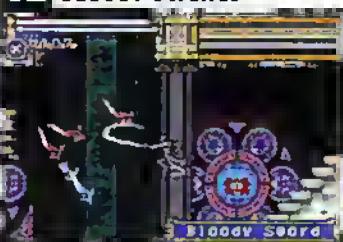
CHAPEL TOWER

When you reach the Chapel Tower, you'll have made it nearly halfway through Dracula's Castle. From here onward, Save Points are scarce so monitor your health points carefully.

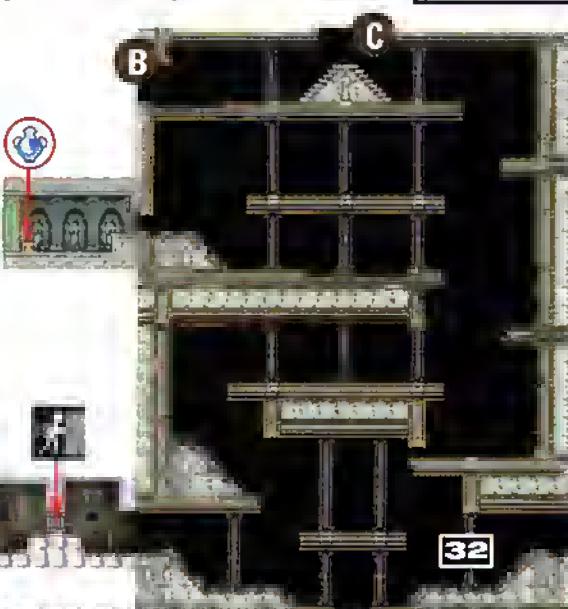
MAGIC ITEMS
EARNEO:



32 BLOODY SWORDS



Bloody Swords are among the most persistent enemies in the game. Unlike other enemies that you can usually outrun and avoid, Bloody Swords will actually follow you. It's best to destroy them as quickly as possible.

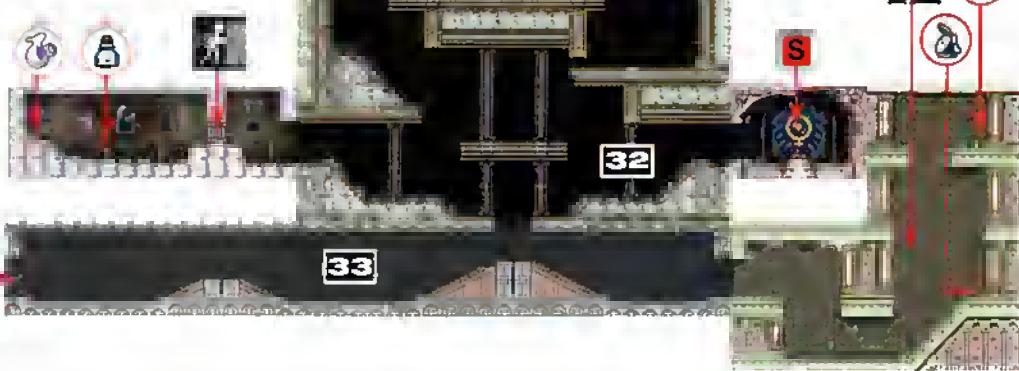


32

33 ARE YOU EXPERIENCED?



If you're having trouble surviving the climb up the Chapel Tower, return to this hall to increase your Experience Points by defeating Flame Armor—each one is worth 280 points. You'll find a Save Point nearby, too.



33

A TO ETERNAL CORRIDOR

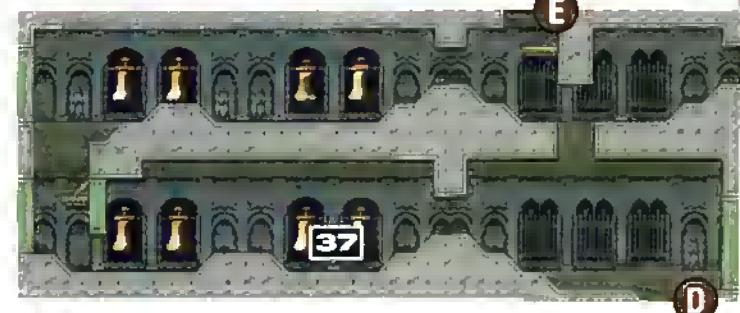


34 DSS MOVE: Activate your ice Whip (Mercury and Serpent DSS cards) and freeze the Brain Floats. Jump to the Heart Max increase.

35 PERSONAL DEMONS



Maneuver your way up to reach an MP Max increase. Try to avoid getting hit by the Beast Demons, which have an uncanny way of hindering your progress. Time your jumps carefully.



E



38



D
S
C

37 BATTLING THE WERE-PANTHERS



Were-Panthers are among the most agile enemies you'll face and will charge at you and inflict major damage. To beat Were-Panthers, double-jump and whip them on the way down when they charge.

39 WE ALL FALL DOWN

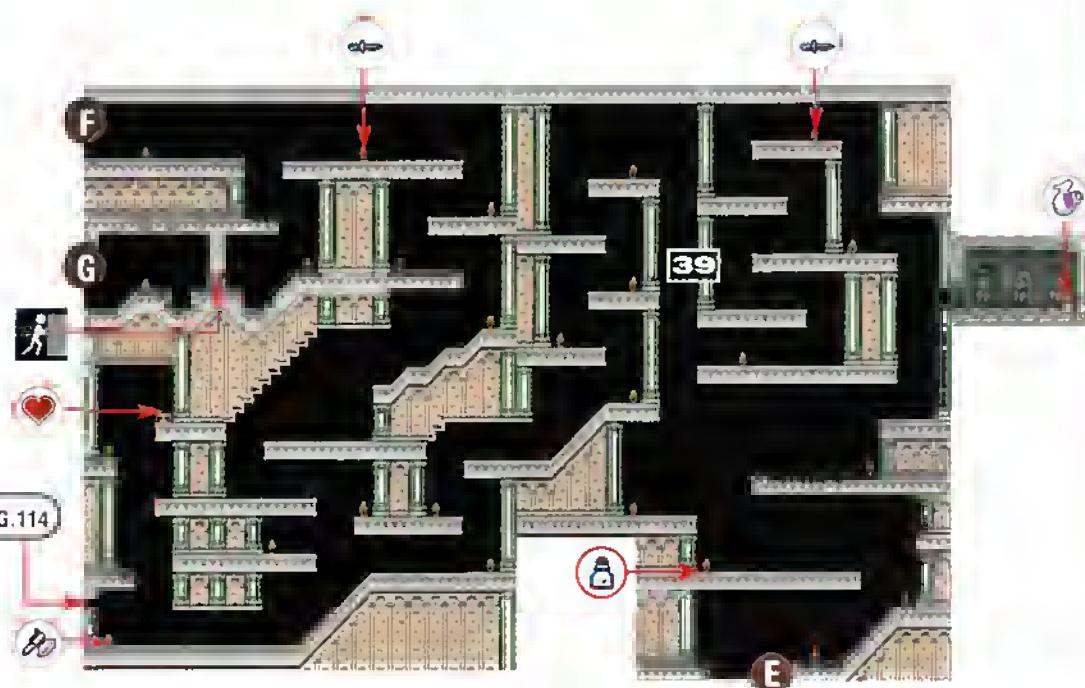


Use your Kick Boots to work your way up to the top while keeping an eye out for Bone Towers, which will shoot at you and knock you down. If you're hit, you'll sometimes luck out and land on the platform where you started. If not, you'll fall all the way to the bottom, and you'll have to go back around again.

8 FROM BATTLE ARENA PG.114



38 DSS MOVE: You can reach the MP MAX increase in this area either by freezing the Brain Floats or by using your Kick Boots.

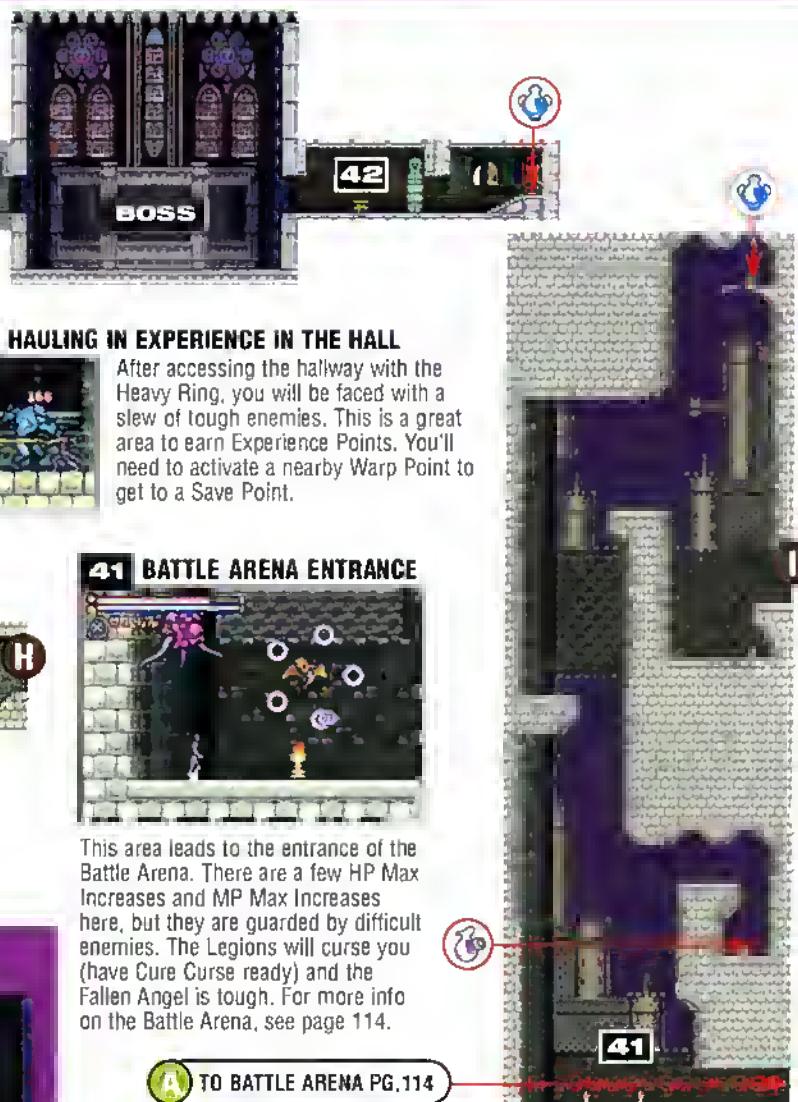




ADRAMELECH (LEVEL 20+ RECOMMENDED)



As you approach this area, you'll see Hugh being thrown out of a room. He'll tell you that this is his quest, not yours. Ignore him and press on to face Adramelech. Use your DSS cards to equip a strong attack, such as the Rose Sword or Flame Sword. Or, if you have found the Jupiter card, use it to activate a shield. The boss fires energy balls from its head and skulls from its hands. Dodge or run away to escape its projectiles—especially its energy balls, which do the most damage. Focus your attacks on its head.



40 HAULING IN EXPERIENCE IN THE HALL

After accessing the hallway with the Heavy Ring, you will be faced with a slew of tough enemies. This is a great area to earn Experience Points. You'll need to activate a nearby Warp Point to get to a Save Point.

41 BATTLE ARENA ENTRANCE

This area leads to the entrance of the Battle Arena. There are a few HP Max Increases and MP Max Increases here, but they are guarded by difficult enemies. The Legions will curse you (have Cure Curse ready) and the Fallen Angel is tough. For more info on the Battle Arena, see page 114.

A TO BATTLE ARENA PG. 114

42 STATUES



After you defeat Adramelech, you'll gain access to this area. Jump on the button to destroy the statue blocking your path. Doing so will destroy all of the statues in Dracula's Castle, giving you access to more areas. Head back to the Eternal Corridor and find the entrance to the Underground Gallery.



UNDERGROUND GALLERY

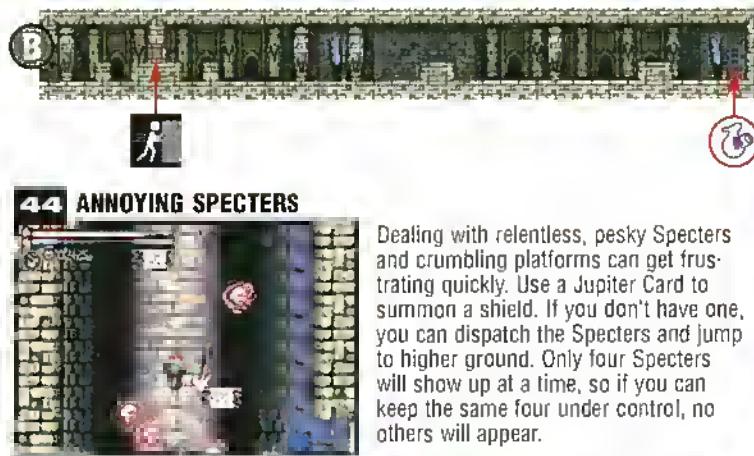
Although smaller than other areas, there's plenty here to keep you busy. The enemies are not only hard to kill, but many also have a poison attack. You should have stockpiled a number of Antidotes by now—you'll definitely need them here.



A TO ETERNAL CORRIDOR PG. 106

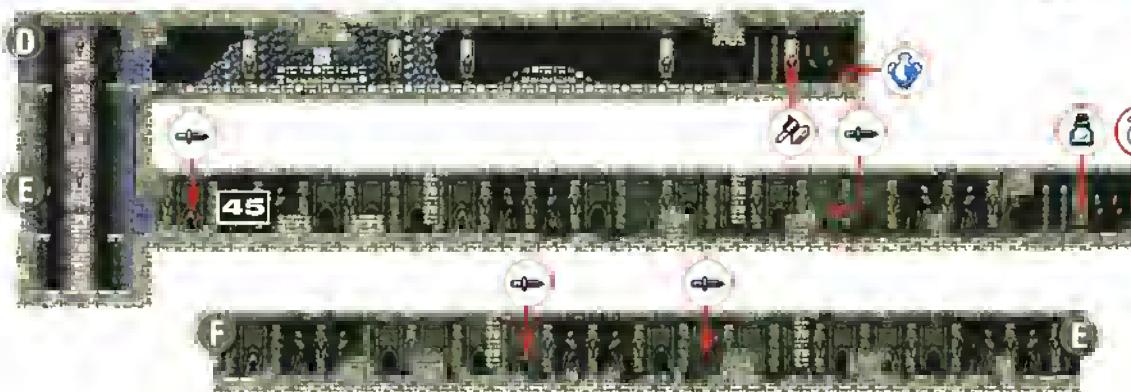
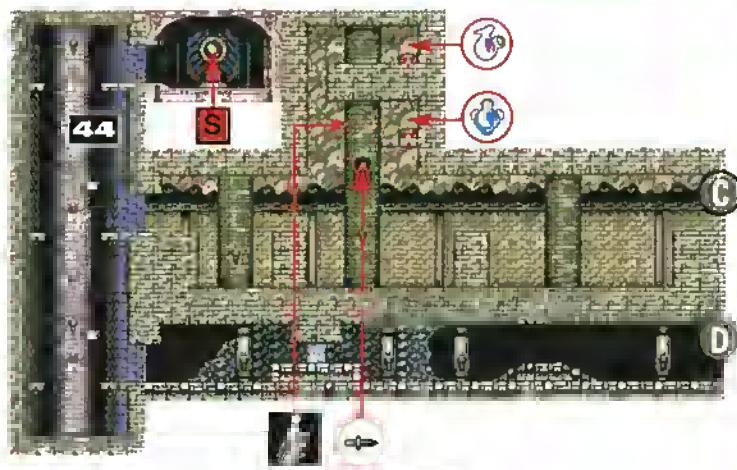
43 RIDE THE PLATFORM

After you hit the button, a moving platform will appear. While ducking, ride the platform underneath the Brain Floats and pillars. At the end, slide through the narrow passageway and pick up another Heart Max Increase.

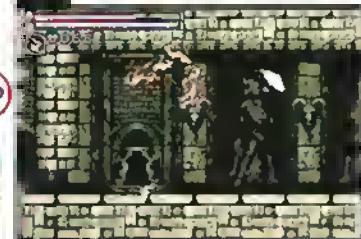


44 ANNOYING SPECTERS

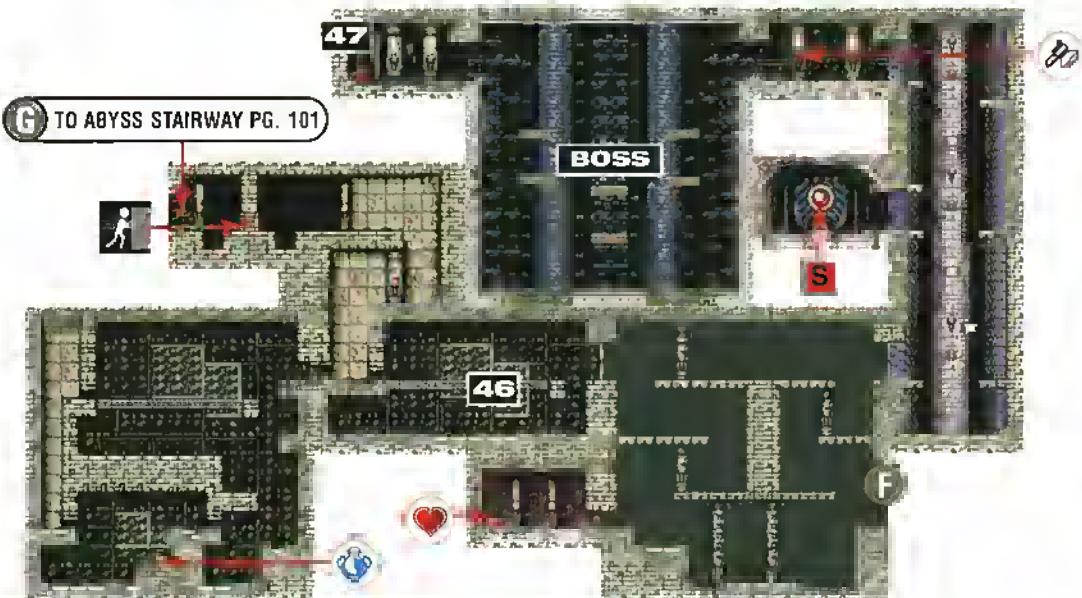
Dealing with relentless, pesky Specters and crumbling platforms can get frustrating quickly. Use a Jupiter Card to summon a shield. If you don't have one, you can dispatch the Specters and jump to higher ground. Only four Specters will show up at a time, so if you can keep the same four under control, no others will appear.



45 KILLER BEES



The Killer Bees are the worst enemy you'll come across in the Underground Gallery. The tough critters are fast and nimble, and they also do extensive damage. Consecutive poisonous hits from Killer Bees can drain your Health in no time. The key is to approach them slowly. When they start to close in on you, jump up and strike with a whip attack. The Knife will also work well against them.



DRAGON ZOMBIE (LEVEL 25+ RECOMMENDED)



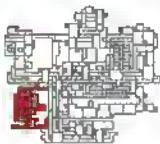
Before entering the room to face the Dragon Zombie, boost your Strength with DSS cards. In battle, use the Axe since it is very powerful and you can use it for overhead attacks. Position yourself between the two dragons on the ground. Concentrate your attacks on one dragon before turning your attention to the other. Watch for tire attacks and energy balls.



47 HEAVY RING

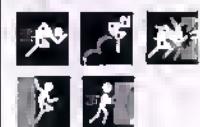
After defeating the boss and getting the Heavy Ring, head to the Triumph Hallway. You'll find a box blocking your way. Use the Heavy Ring to move the box so you can gain entrance to the Underground Warehouse.

UNDERGROUND WAREHOUSE



Your victory against the Dragon Zombie will eventually lead you to the dark depths of the Underground Warehouse. Save Points won't be easy to reach, and you'll have to use the Heavy Ring's might to solve the area's many box-pushing puzzles.

MAGIC ITEMS EARNED:



48 MOVE THE BOXES



The majority of the rooms in the Underground Warehouse will require you to move boxes. Using the Heavy Ring makes the job easy. When you first enter the Warehouse, you must move this box far enough to the right so you'll be able to run and jump off of it. Quickly execute a double-jump to the left to make it to the ledge, then go through the door.



B TO TRIUMPH HALLWAY PG.114



50 GET THE HEART MAX INCREASE

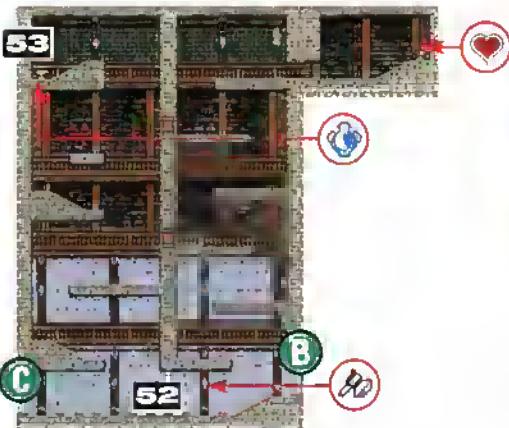


If you're low on Hearts, maneuver and jump your way up the right side of the area. At the top, you'll see a box. Push the box to the left and off the edge. Work your way down with the box until you reach the bottom. Push the box just under the Heart Max Increase to give yourself a healthy boost.

51 TRICKY BOX PUZZLE



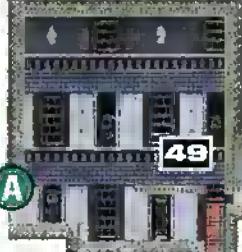
Arrange the boxes so you'll have a surface you can use for sliding through the narrow passage. First, knock out the stone block, but don't move the neighboring box yet. Use that box to jump up to the next platform (to your left) and push down the box above you, then jump back down. From there, push the first box to the left off the platform and position it so it lies flush against the wall. After you push the other box down on top, you'll be able to slide into the next area.



52 BATTLING HOLY ARMOR



To defeat the Holy Armor, get close to it, duck and quickly attack with your whip. By ducking, the blasts from the Holy Armor's sword will fly over your head. Keep your distance by repositioning yourself between blasts. If you're victorious, you'll rack in 1,700 Experience Points.



53 GET THE MP MAX INCREASE

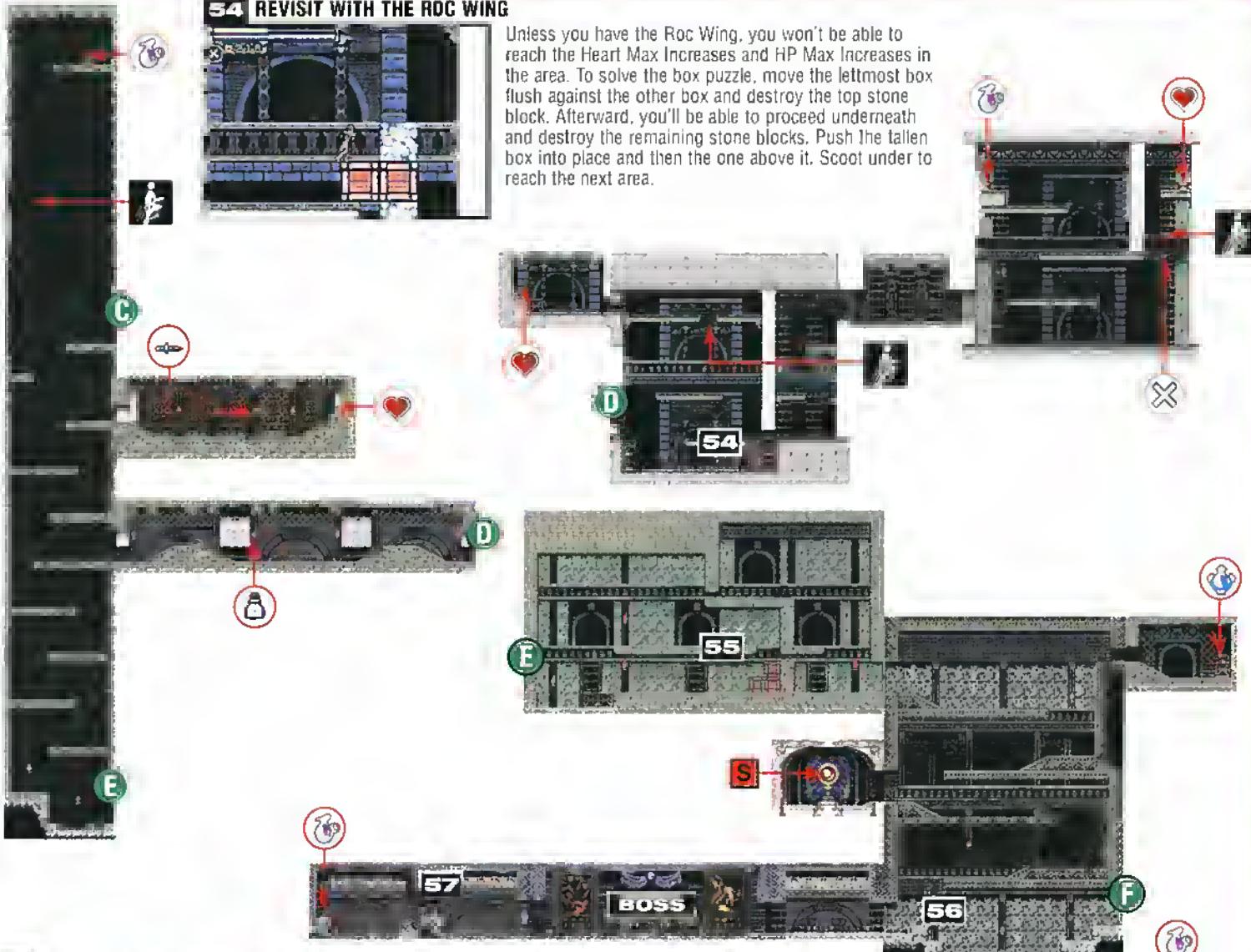


Push the highest box halfway out. Then push the lower box off the platform. Use that box to jump to the higher platform on the left side. Work your way up and use the box that is sticking out halfway to jump up and get the MP Max Increase.



54 REVISIT WITH THE ROC WING

Unless you have the Roc Wing, you won't be able to reach the Heart Max Increases and HP Max Increases in the area. To solve the box puzzle, move the leftmost box flush against the other box and destroy the top stone block. Afterward, you'll be able to proceed underneath and destroy the remaining stone blocks. Push the fallen box into place and then the one above it. Scoot under to reach the next area.



55 THE LAST BOX PUZZLE

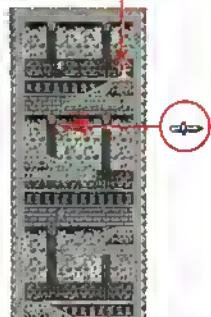


Destroy the stone block above the top-right box and push the box over the platform and against the wall. Push the box on the bottom-right against the one you just dropped. Destroy the remaining stone blocks and shove the last box off the platform. After pushing the last box so it's flush against the wall, you'll be able to slip through the narrow passageway.

56 THE FOREST ARMOR



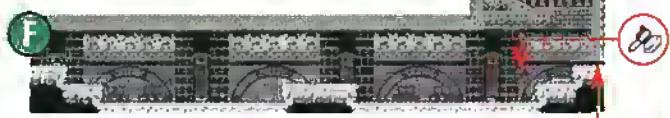
The Forest Armor has a long-range whip. Use your Mercury and Golem DSS cards to create your own long-range weapon, the Earth Whip. Also, use the nearby Save Point to save your progress as soon as possible.



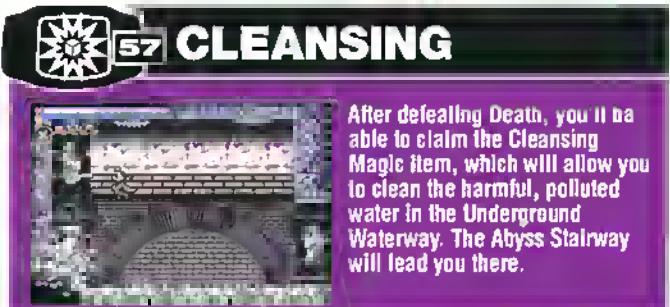
DEATH (LEVEL 30+ RECOMMENDED)



Death is as formidable as its name would suggest and it lights with two main attacks—balls of electricity and jabbing arms that shoot out. You'll be able to dodge the attacks without much difficulty, but beware the sickles Death will rain on you. Equip a shield with the DSS to protect yourself. After you defeat Death, it will turn into a crawling, ground-shaking monster. Avoid contact with its flailing arms and jump when it slams the ground with its body. For optimum damage, attack both creatures with your Boomerang and Rose Sword.



G TO CATAcomb PG. 9B

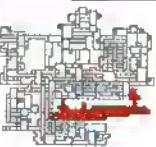


57 CLEANSING



After defeating Death, you'll be able to claim the Cleansing Magic Item, which will allow you to clean the harmful, polluted water in the Underground Waterway. The Abyss Stairway will lead you there.

UNDERGROUND WATERWAY



In the Underground Waterway, you'll find a lot of water—most of it polluted—but the Cleansing Magic Item will clean things up. The area is flooded with water-based enemies, and you can counter them using a fire-based weapon from your DSS cards.

MAGIC ITEMS EARNED:



68 CLEANSE THE WATER



Use your Cleansing Magic Item to cleanse the water before you enter it. If you visited this area after the Chapel Tower, you might have noticed that touching the red-colored water hurts you. Cleansing the water will turn it blue and render it safe for you to traverse.



59 ICE ARMOR



The Ice Armor foes are extremely tough and will throw two spears—one high and one low—that will freeze you. Time your attacks and use either your Fire Sword or your Fire Whip against them.



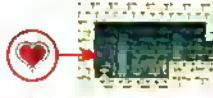
60 HIT THE SWITCH



When you flip a switch, the floors will rise and lower and reveal new areas. Remember that no matter where you are in the level, when the switches are up, the floors will turn into stairs, and when the switches are down, the floors will remain flat.



A TO ABYSS STAIRWAY PG. 101



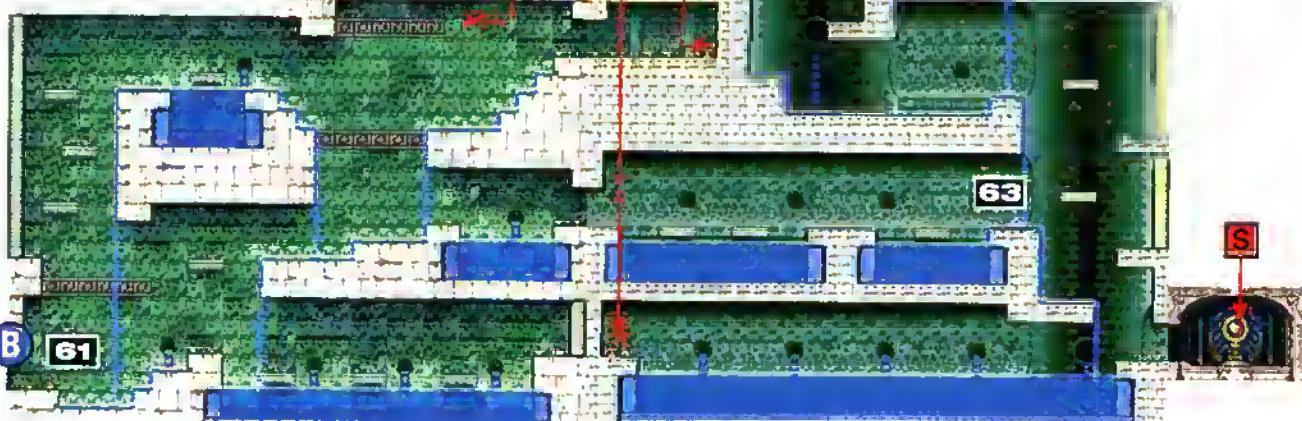
61 MORE HIDDEN ROOMS



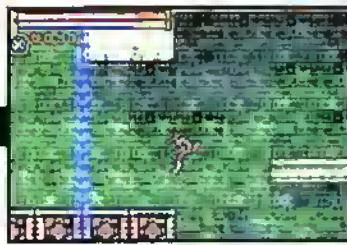
Once you have hit this switch and flattened the floors, return to the previous area. Head left to find a secret room. An HP Max Increase is in the room. If you continue through the wall to the left, you will find another secret room, which contains a Heart Max Increase.



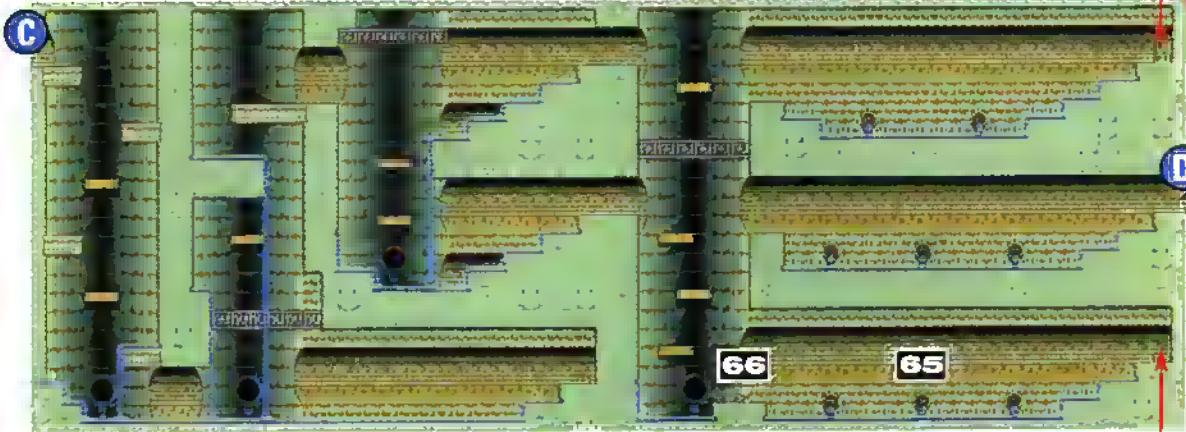
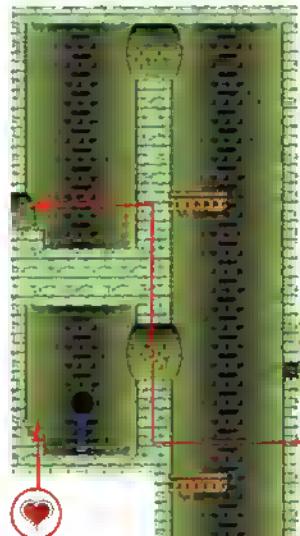
DSS MOVE: Combine DSS cards Mercury and Serpent to freeze the Brain Floats. Use them as steps to reach an HP Max Increase.



63 AH IMPORTANT SWITCH



After you hit this switch, backtrack to the area you just came from. Keep heading left, jump over the gap and proceed upward. Head right to enter a room, which contains an HP Max Increase at the top-right corner. After you've beaten the boss on this level, you will receive the Roc Wing. Only then can you access the hidden room above that holds another HP Max Increase. The switch also determines whether you'll continue to the next area or open a passage to the MP Max Increase located to the top-left of the switch.



64 HIT THE SWITCH BEFORE LEAVING



Before you leave the area, be sure to flip this switch. Doing so will flatten the floors so you'll be able to journey through the next area.

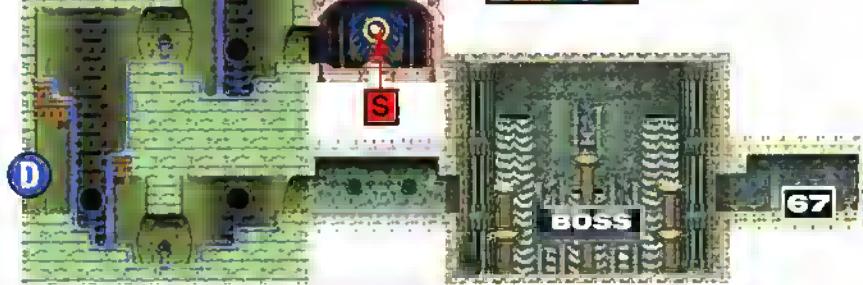


E TO ETERNAL CORRIDOR PG. 106

65 BATTLING THE ICE DEMON



If you want to go for the Heart Max Increase, be prepared to face a very difficult enemy—the Ice Demon. He will not only run into you but will also fire ice blocks at you. Protect yourself with a shield using your DSS cards.



CAMILLA (LEVEL 35+ RECOMMENDED)



Remember Camilla, the person who freed Dracula at the start of the game? During this meeting, she'll appear in her true form. Her weapons include dangerous floating bubbles and a very powerful laser beam she spews from her mouth. The key is to stay near the entrance or exit and to unleash your attacks when she comes close to you. Avoid her occasional swoop attacks. When she uses her laser, move to the floor and duck—it's the only defense you can use against the devastating attack.

67 ROC WING



After you defeat Camilla, you will get the Roc Wing, which gives you the ability to fly. As long as you hold up and keep pressing the special move button, you'll be able to fly as high and for as long as you want. Head to the Outer Wall and fly up to the entrance to the next level, the Observation Tower.

OUTER WALL



Back toward the middle of the castle is the Outer Wall. Use the Roc Wing to access the entrance to the Observation Tower, as well as the goodies overhead.

MAGIC ITEMS EARNED:



A TO OBSERVATION TOWER



66 THE AIR UP THERE



This is one of the hardest entrances to reach, but with the Roc Wing equipped, getting there is no sweat. On the left side, press and hold Up and repeatedly press the special move button—you'll catch enough air to reach the entrance to the Observation Tower.

A TO AUDIENCE ROOM PG. 102



69 **DSS MOVE:** Combine the Mercury and Serpent cards so you can freeze the Brain Floats and jump to an HP Max Increase.

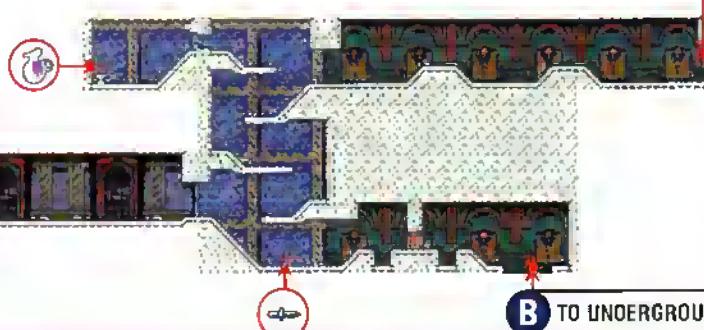
B TO AUDIENCE ROOM PG. 103

TRIUMPH HALLWAY



The Triumph Hallway is where you first entered the castle and where you will exit it. Only through its corridors can you reach the Underground Warehouse, and you'll find two HP Max Increases and a Boomerang in the passage, as well.

MAGIC ITEMS EARNED:



A TO AUDIENCE ROOM PG. 102

B TO UNDERGROUND WAREHOUSE PG. 110

BATTLE ARENA

Enter the Battle Arena from the Chapel Tower. Inside the arena, you'll be able to test your fighting ability against various enemies. The catch is that you cannot use your DSS cards. It's not necessary to battle through it to complete the game, but you will be rewarded if you do.

70 GET READY OR GET OUT

If you start to lose your battles, you can escape the Battle Arena using the vertical passages. You can also replenish your Hearts. It's best to stock up on healing items before entering the Battle Arena.

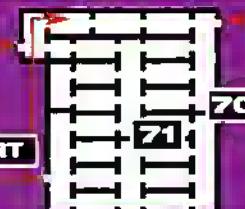


71 BATTING IN THE ROOMS

The enemies will grow more difficult as you move along. You can't progress to the next room until all the enemies are cleared. Players who make it to the end of the Battle Arena will walk away with Shining Armor, the best armor in the game.



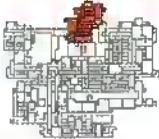
A TO CHAPEL TOWER PG. 108



START

B TO CHAPEL TOWER PG. 107

C TO AUDIENCE ROOM PG. 103



OBSERVATION TOWER

You're almost at the end, and, as you might expect, the enemies are getting to be a lot more difficult. If you're not at least Level 40, you may want to build up your character before you enter the Observation Tower.



72 BATTLING LEGIONS



Even though the Legions don't fire any projectiles at you, their touch will damage and curse you. Make sure that you have Cure Curse so you can regain the use of your weapons. Since the area is a bit cramped, your best bet is to let your foes come to you.

A TO OUTER WALL



B

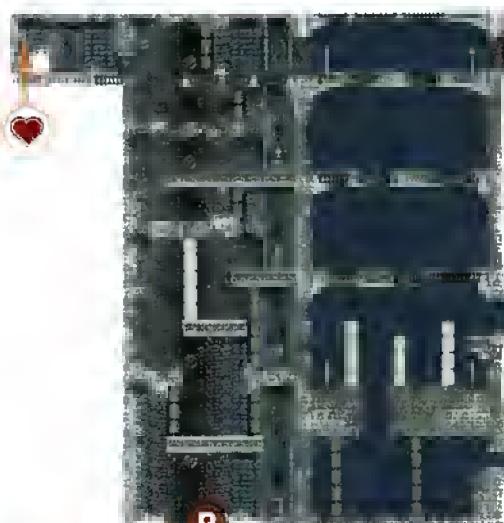
B

74

73

73 BATTLING WIND ARMOR

Here you'll face a series of Wind Armor. As you proceed down the long corridor, be sure to jump when they attack. Be aware of their long-range attack. Once you get through, pick up the HP Max Increase at the far end of the corridor.



75

C

74 MINOTAUR MELEE



Use your DSS cards and combine Jupiter with Salamander to summon two protective fireballs, which will circle around you. Use the fireballs as a shield and to damage enemies that touch them. The Minotaurs in the area will hit the ground and send a shockwave at you. Stay reasonably close and jump over it. Defeat each Minotaur to earn 2,000 Experience Points, and beware the Evil Pillars that will turn you into stone.

B

75 DEALING WITH DULLAHAN



Watch where your foes change direction. Stand just outside their range and attack every time they come around. Each enemy is worth 2,200 Experience Points.

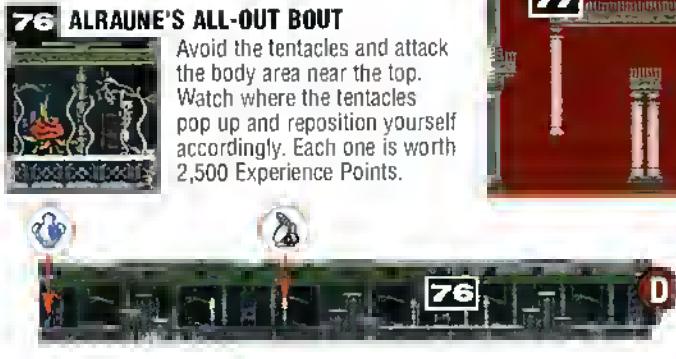
76 ALRAUNE'S ALL-OUT BOUT



Avoid the tentacles and attack the body area near the top. Watch where the tentacles pop up and reposition yourself accordingly. Each one is worth 2,500 Experience Points.



77



D



E



F



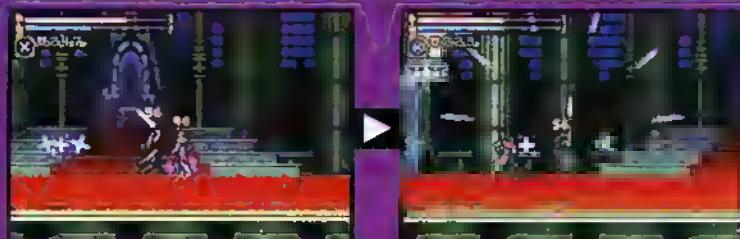
77 BATTLING DARK ARMOR



The Dark Armor is the last and toughest armor you will face. Dark Armor has a powerful blast that fires at different levels. The low blast is easy to jump over. Duck to avoid the midlevel blast. The high blast tires at an upward angle, so make sure you're not jumping right into it. It's best to confront each blast separately—two blasts can defeat you easily. Each Dark Armor is worth 3,300 Experience Points.



HUGH (LEVEL 45+ RECOMMENDED)



Here you'll meet Hugh again, but this time he has joined Dracula and is out to destroy you. Battling Hugh is like battling yourself. He will attack you with Boomerangs, Knives and various poison attacks. Halfway through your battle, he will gain more power from Dracula and come at you even faster. Deal him repeated attacks—especially with your Boomerang—to defeat him.

78 BETWEEN THE DEVIL AND THE WARP POINT



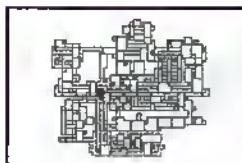
Since there aren't any Save Points close to the boss, try to access the Warp Point. In order to get there, you must defeat the Devil. The jumpy Devil will warp in front of you one second, then appear behind you the next. Keep your distance when he's blowing his damaging smoke, then charge and attack before his next wave of smoke approaches you.



79 LAST KEY



Once you defeat Hugh, you will get the Last Key. You'll need it to access the area where Dracula is holding your Master prisoner. The key unlocks the door to the Ceremonial Room, which is where you first got separated from your Master at the start of the game.



CEREMONIAL ROOM

This is the last area of the game, where it all comes together. Use the Last Key to enter the Ceremonial Room and come face-to-face with Dracula himself. Make sure you've at least reached Level 50 before meeting him.

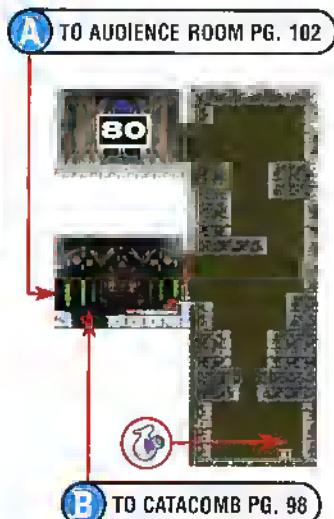
MAGIC ITEMS EARNED:



80 DRACULA RISING



When you enter the Ceremonial Room, you will meet Dracula. His attack is similar to the Devil's. He will warp around the room quickly and unleash three different attacks, most of which you can easily avoid. Once he has had enough, he will escape and look for more power. You can then save your Master—and you'll want to save your game, too.



DRACULA (LEVEL 50+ RECOMMENDED)



After saving your game, return to the Ceremonial Room and take the warp to the Final Battle with Dracula. At first, the bloodsucker will simply stand and attack. Activate a shield with your DSS cards to create an effective defense against two of his attacks—red bubbles and falling rocks. His most devastating attack is a laser. Jump up to a platform to avoid its multiple shots. You can damage Dracula only by attacking the eye on his chest when it's open. When he starts charging at you, use the Roc Wing repeatedly to stay near the top and to avoid his powerful attack. He'll then charge up for a while and turn into an eye surrounded by bats. You can't attack him then, and your shield will protect you from the bats. Keep avoiding his charge attacks, and attack his open eye until you've laid him to rest.

REST FOR THE WICKED



After you've defeated Dracula, you'll exit the castle before it collapses and reunite with your Master and a humbled Hugh. The credits will roll and, afterward, you'll receive the code, FIREBALL. If you begin a new game using the code as your name, you'll enable Magician Mode, in which all of the DSS cards will be available to you from the get-go. Try finishing the game as a magician to see what else you can uncover.



Earthworm Jim



EVERYONE
MILD VIOLENCE



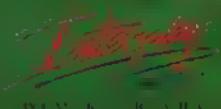
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INTERACTIVE



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BUYER'S GUIDE



EARTHWORM JIM • SUPER DODGE BALL ADVANCE • PINOBEE: WINGS OF ADVENTURE • GT ADVANCE CHAMPIONSHIP RACING • BOMBERMAN TOURNAMENT • READY 2 RUMBLE BOXING: ROUND 2 • TWEETY AND THE MAGIC GEMS • HOT POTATO! • PITFALL: THE MAYAN ADVENTURE • FIRE PRO WRESTLING • TOP GEAR GT CHAMPIONSHIP • ARMY MEN ADVANCE • CHUCHU ROCKET • KONAMI KRAZY RACERS • IRIDIION 3D •

EARTHWORM JIM

IT'S WEIRD, IT'S WACKY, IT'S EARTHWORM JIM!

GENRE: PLATFORM
PLAYERS: 1
RELEASE: JUNE 2001
PUBLISHER: MAJESCO
WEBSITE: MAJECOSALES.COM

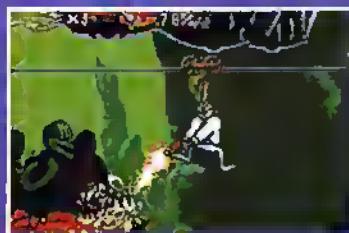


Mild
Violence

A much-loved Nintendo character returns for more side-splitting action in Earthworm Jim. Known for its irreverent humor, wacky characters and intense side-scrolling platform action, Earthworm Jim revolves around Jim, a nightcrawler who one day becomes the proud owner of a turbocharged space suit. Donning the powerful garb, Jim sets off across the universe in a quest to free the vapid Princess What's Her Name from the clutches of The Evil Queen Pulsating, Bloated, Festering, Sweaty, Puss-filled, Malformed Slug for a Butt. You'll need quick fingers, lightning-fast reflexes and a strong stomach to avoid the early bird and survive Jim's nine immense worlds.

Jim's weapons include the Plasma Blaster and the Jim Whip—which allows him to use his own body as a lash. Each level is staffed with multiple bosses, including a frog-belching handyman, a military-issue lump of mucus and a brilliant goldfish named Bob. You'll also find a number of minigames throughout, such as a rocket race through an asteroid field, a minisubmarine driving challenge and the infamous hamster riding event.

Earthworm Jim is based on the Super NES game of the same title, but its graphics have been updated to take advantage of the GBA's power. There are three difficulty levels, and you begin the game with five lives and continues. Extra lives can be procured by finding icons of Jim's mounted head. Each level is straightforward enough to navigate directly, yet filled with surprises for gamers who investigate the outskirts. If you're searching for an off-beat game that will show off your new system's impressive capabilities, look no further than Earthworm Jim.



Though his body is a bit soft and squishy, Jim is still as tough as they come. You can pull off a number of unique moves with the versatile superhero, including hanging from wires by your own head.



The first boss you encounter is Spare Parts, an angry combination of old tires and a garbage can. Other enemies include Evil the Cat, #4, Peter Puppy and Professor Monkey-for-a-Head.



Jim rockets through the Andy Asteroids stage after each level, collecting Asteroid Shields and Atomic Accelerators as he flies. Losing the race means you must defeat the nefarious Psy-Crow in battle.



You'll be wondering "What the Heck?" as you travel through the level of the same name. You'll see the strangest sights the universe has to offer on your trip, like the dangerous world of Intestinal Distress and the smelly confines of Buttville.



There's nothing like a round of hamster wrangling to end your day. There are plenty of minigames to conquer in Earthworm Jim, and multiple difficulty levels ensure that everyone comes back for more.



SUPER DODGE BALL ADVANCE



SMASH YOUR OPPONENT IN A BRILLIANT SPORTS GAME THAT'S HEAVY ON FUN

GENRE: SPORTS

PLAYERS: 1 TO 2

GAME LINK: MULTI-PAK

RELEASE: JUNE 2001

PUBLISHER: ATLUS

WEBSITE: WWW.ATLUS.COM



Recently, Nintendo held a GBA conference where gaming journalists from around the world were invited to try out the new technology. And while heavy hitters like Castlevania and Tony Hawk impressed, Super Dodge Ball Advance was the Pak everyone demanded to play. Play control is tight as a drum, music and sound effects are spot-on, and the colorful graphics and world-spanning backgrounds are a perfect combination of simplicity and beauty.

The game is set in the near future, when dodge ball has become the world's most popular sport. You control a team from one of 10 countries—each team has its own strengths and weaknesses—trying to win the world championship.

Team formations consist of four offensive and three defensive players spread over one of 10 gymnasium floors. You can arrange offensive formations any number of ways, but defenders always stay on the opponent's sideline. When you have the ball, you can pass to a teammate, lob it to a defender for a sneak attack or unleash a mighty Super Throw of your own. Jumps, Power Jumps, mid-air spins and running dashes all play a part in your team's success or failure.

Multiplayer is where Super Dodge Ball Advance really shines, but you need a GBA Link Cable, two GBAs and two copies of the game to check it out. If you enjoy sports, strategy, or just walloping other people with a heavy ball, Super Dodge Ball Advance is the game for you.



There are 50 different Super Throws in the game, including the ultra-fast Mach Shot and the multiball Plague Shot. Players have different Super Throws at their disposal, so intelligent player selection and formation setup are essential strategies.



If you hit opponents hard, they'll fly into the air. If you hit them really hard, they might not come down for a while. Each team member has individual Hit Point, Strength and Stamina ratings.

PINOBEE: WINGS OF ADVENTURE



A ROBOT BEE HOPS, HOVERS AND FLIES THROUGH A COLORFUL INSECT WORLD

GENRE: ACTION

PLAYERS: 1

GAME LINK: MULTI-PAK TRADING OPTION

RELEASE: JUNE 2001

PUBLISHER: ACTIVISION

WEBSITE: ACTIVISION.COM



It's an old story—a tinkering bee constructs a bee-shaped robot boy and is whisked away from his workshop by ruffians before he can give the robot a heart. In Pinobee: Wings of Adventure, you guide the robot bee as he searches for his inventor, Grandpa Bee, through more than 25 beautifully rendered levels. On the way, you'll make friends, collect items, earn new abilities and take on a collection of not-too-tough insect enemies.

You can jump, hover, climb on walls and dash in a beeline at rocket speed. On more than one occasion, you'll find a larva who will increase the distance that you can dart through the air. You'll use that ever-growing ability to explore more areas of the insect world and uncover hidden items.

In addition to pickups that recharge your energy and protect you from damage, you can uncover 54 inventory items, each of which has a place in the Item Holder. If your items fill a horizontal or vertical line, the resulting "Bingo" will give you one of eight new abilities, such as increased dash power or more resistance to enemy attacks. You can find the items scattered throughout the levels or trade for them with a fellow Pinobee player. Two GBAs, two Pinobee Game Paks and a GBA Game Link Cable are required.

At the end of each level, Pinobee writes about his experiences in a diary. You can help him give the book a happy ending by guiding him to Grandpa Bee.



Explore nine sections of an enemy-infested meadow in more than 25 levels of action. You can sting enemies by hopping and dropping onto them or kill them with a targeted beeline dash. You can also hover and climb walls.



Every level features one double-strength golden enemy. If you pass by a golden enemy without defeating it, the enemies in the next level will evolve and become more powerful. You can defeat most enemies, evolved or not, with a single sting.

GT ADVANCE CHAMPIONSHIP RACING



EXPERIENCE 3-D RACING ACTION WITH A WIDE VARIETY OF CARS AND COURSES

GENRE: RACING

PLAYERS: 1 TO 2

GAME LINK: MULTI-PAK

RELEASE: JUNE 2001

PUBLISHER: THQ

WEBSITE: THQ.COM



GT Advance Championship Racing offers a realistic racing experience that takes advantage of Game Boy Advance's capabilities by presenting fast-paced, thrill-a-second action on 3-D courses. Speed to the top of the racing circuit with a selection of more than 40 real-life cars on 32 courses.

Seven top car manufacturers, including Mazda, Subaru and Toyota, show off their latest high-performance racers in the game. Earn nine types of add-ons, such as better suspension, a more powerful engine and a faster CPU. The earned upgrades contribute to your car's overall top speed, acceleration or handling.

The action is shown from behind and above your car, giving you a great view of the racer and its surroundings. As you close in on tight turns and other tricky track challenges, signs pop up to warn you that there is trouble ahead. A map of the track also shows each curve, your position on the course and your relationship to the competition.

The game includes Championship Mode, Time Attack Mode, Practice Mode and two-player, head-to-head action. You'll begin with a selection of six tracks and 20 cars and unlock more tracks, cars and upgrades as you go. You can also unlock options that allow you to race with go-carts and F-1 racers. Start your engine and get ready for a wild ride.



Race through a collection of 3-D tracks with a selection of nearly 50 cars in GT Advance Championship Racing. Two-player racing action requires two GBAs, two Game Paks and a GBA Game Link Cable.



As you advance through the championship, you will unlock more courses and cars, and you will earn more upgrades for your car. Every upgrade adds to your car's top speed, acceleration and/or handling.

BOMBERMAN TOURNAMENT



EVERYONE'S FAVORITE DEMOLITIONS EXPERT MAKES ADVENTURING A BLAST

GENRE: ACTION

PLAYERS: 1 TO 4

GAME LINK: SINGLE-PAK

RELEASE: JUNE 2001

PUBLISHER: ACTIVISION

WEBSITE: ACTIVISION.COM



Mild
Violence

He's starred in a game for every Nintendo system since the NES, and the pink pom-pommed demolitions expert is exploding back onto the scene with a GBA adventure that blends Pokémon-style breed-and-battle game play with the bombardier's time-tested brand of short-fused action and strategy.

In the one-player Quest Mode, you'll explore a mysterious planet to find your fellow adventurer, Max. The colorful and sprawling world is inhabited by creatures known as Karabons, and you'll recruit them during your journey by rescuing, battling or playing games with them.

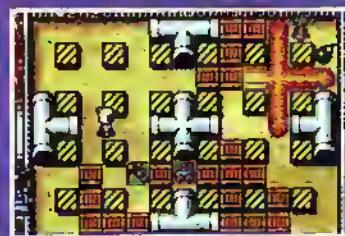
As you blast across the countryside, you'll rake in power-ups to improve your Karabons' abilities. Your Karabons will face off against other Karabons when you encounter rival creatures, so you must seek out power-ups to breed strong fighters.

Pokémon-style gaming is only a small part of Bomberman's adventure. You'll also drop bombs to blast roaming enemies and use your Karabons' special powers, such as shields or teleportation, to reach secluded areas.

For multiplayer thrills, call in the bomb squad and link up for Battle Mode. Set in a maze of obstacles and power-ups, the four-player game sends you on a bombing run to make your rivals fall down and go boom. It's a surefire blast, and, like the one-player mode, it puts a new spin on classic Bomberman fun.



When Karabons meet, they'll battle. Karabons fall into one of four categories, which play off one another in a rock-paper-scissors sort of setup. The three fighting combos you choose before a battle starts will also help determine the winner of the bout.



Up to four players can link up to play the classic Battle Mode in eight different arenas. Your bombs detonate in plus-shaped explosions, so you'll have to scramble to find a spot safe from the blast. If you win, you'll play a fishing game to reel in a new power-up for Battle Mode.

READY 2 RUMBLE BOXING: ROUND 2



GO 12 ROUNDS WITH A HEAVY-HITTING,
NO-HOLDS-BARRED SLUGFEST

GENRE: SPORTS

PLAYERS: 1

RELEASE: JUNE 2001

PUBLISHER: MIDWAY

WEBSITE: MIDWAY.COM



Float like a butterfly and sting like a bee with Midway's newest addition to its impressive collection of sports titles, Ready 2 Rumble Boxing: Round 2. Known for its ability to mix hard-hitting realism with over-the-top antics, Midway's sports line includes the well-known NFL Blitz and Rush titles, as well as an old favorite, NBA Jam.

You'll choose from eight different fighters, and secret characters like Shaquille O'Neal and Michael Jackson can be unlocked as you play. Each brawler has his or her own set of combo moves, but all fighters earn letters of the alphabet for taunting opponents or landing good hits. Spelling R-U-M-B-L-E in a match gives your fighter a boost of energy and increases his or her punching power.

Once you have a fighter, you can box in individual matches or work your way through a championship season. Championship Mode lets you experience the struggles of an up-and-coming pugilist, and you must train your boxer in a variety of minigames, such as Speed Bags, Rumble Pads and Dumbbells. You'll also be challenged to Prize Fights—where cash is your reward—and Title Fights that move you up the rankings. The game also contains an addictive Survival Mode where you must defeat all the other fighters without refilling your Energy Meter.

Sports, action and arcade fans all agree—Ready 2 Rumble Boxing: Round 2 is something to cheer about.



RUMBLE

Spelling R-U-M-B-L-E is the best way to win a match. If you spell it three times without using your special attack, you can actually knock your opponent out of the ring!



RUM

Atro Thunder is the most well-known of the fighters, but slug-masters like Mama Tua, Lulu Valentine and ROBOX RESE-4 will give the big-haired one plenty of trouble in the ring.

TWEETY AND THE MAGIC GEMS



JOIN THE LOONEY TUNES GANG AS THEY RACE TO RESCUE TWEETY

GENRE: BOARD GAME

PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: JUNE 2001

PUBLISHER: KEMCO

WEBSITE: WWW.KEMCO-GAMES.COM



Kemco combines board game strategy with manic minigame mayhem in a Looney Tunes-themed game that may remind you of Mario Party. Tweety has put himself in mortal danger once again, but this time it has nothing to do with pudgy tats. While on a jaunt through the forest, Tweety happened upon a strange box and, overcome with curiosity, opened it. In the process, the wee bird unwittingly released a load of Bad Forest Energy upon himself. As the evil emission slowly turns Tweety into petrified rock, his friends go on a mission to find the five Magic Gems that can save him.

Since they're going to bounce around the globe anyway, Bugs Bunny and the other Looney Tunes characters may as well make a game of it. Players move incrementally along preset paths until they find all of the scattered gems. When players land on special game spaces, they must compete against each other in randomly selected minigames. The games range from button masher races to timed puzzle games. Players can also compete against each other in Match Play to steal collected gems from each other. You can find or buy items along the way to help you overcome obstacles or reach your objectives faster.

Up to four players can compete at once using Game Link Cables, or you can go it alone and compete against CPU-controlled players. As an added bonus, you can use Jukebox Mode to play any of the game's tunes until you're looney.



Players must draw cards to determine the number of spaces they can move. A world map in the corner of the screen tells you where to find the Magic Gems.



Minigames always include four characters, even when only two or three players are competing against each other. The CPU will automatically add the extra competitors.

HOT POTATO!



START MAKING SPUD LOVE CONNECTIONS
IN A TOWN TERRORIZED BY TUBERS

GENRE: PUZZLE/SHOOTER

PLAYERS: 1 TO 2

RELEASE: JUNE 2001

PUBLISHER: BAM! ENTERTAINMENT

WEBSITE: WWW.BAM4FUN.COM



All it takes to eliminate earthling potatoes is a little sour cream and a fork. The Martian variety demands a color-coded dating service administered from a moving bus. BAM! Entertainment's new puzzle/shooter hybrid puts you behind the wheel in the frantic effort to keep the streets free of complex carbohydrates.

Blue and red male potatoes are cluttering the streets of earth in search of identically colored female potatoes. They won't find them, because all of the female potatoes are riding on your bus. The bus has an endless supply of nubile spuds, but you have access to only six at any given time. To clear the streets, you must propel the three spuds in the front row of your bus at oncoming suitors. When a male potato meets a female potato of the same color, they both vanish and you score points. If two mismatched potatoes collide, however, both will remain in the street. When the streets become too cluttered, your bus cannot advance, and you'll lose a turn. There are a variety of ways to jack up your score, such as targeting special potatoes, clearing Bonus Pads and travelling at faster speeds.

You can choose to play either the Mission Game or Score Challenge—both are one-player games. To complete missions you must eliminate a certain number of special spuds on each course before you are allowed to move on to the next course. In Score Challenge you must beat a target score to move on.



You can rotate and flip the six potatoes riding your bus so they match up with approaching spud studs on the streets. The game's pace often prevents you from making perfect matches.



At different points in each level, you'll be allowed to choose the speed of your bus. The higher the speed, the more points you earn for a match.

PITFALL: THE MAYAN ADVENTURE



HELP PITFALL HARRY JR. BRAVE DARK JUNGLES AND RESCUE HIS MISSING FATHER

GENRE: ACTION

PLAYERS: 1

RELEASE: JUNE 2001

PUBLISHER: MAJESCO

WEBSITE: WWW.MAJESCOSELLS.COM



Mild
Violence

Leap over gaping chasms, swing on vines and stare down some of the jungle's most vicious beasts in Pitfall: The Mayan Adventure. As Pitfall Harry Jr., son of the famous explorer Pitfall Harry, you must conquer over 10 different levels to rescue your father from the nefarious clutches of Zakelua, The Lord of Evil.

Pitfall is a faithful adaptation of the 1994 Super NES game, but fans of the original will discover updated graphics, lush backgrounds and new areas exclusive to the GBA. With a vast array of enemies to deal with—including snakes, jaguars, hawks, wild boars and bow-wielding natives—even the most seasoned adventurer will find a challenge.

The action is nonstop, but your movement through the world is fairly linear and straightforward—though exploration off the beaten path is often rewarded with new weapons or a cache of precious jewels. You begin the game with only a sling and a few stones, but you'll quickly upgrade your arsenal with Mayan Boomerangs, Mayan Chili Peppers and the legendary Exploding Stone of Pacal.

What makes Pitfall stand out from other platform-based action games is the vast array of moves at your disposal. Your jaw will drop as Harry swings on vines, crawls under rocks and slides down ziplines. Throw in clever booby traps and a blazing mine cart race—you'll end up with a game that has something new around almost every turn.



You won't make it through the Tazamul Mines without the Skate Car, but its blazing speed may leave your stomach at the previous level. Note the clever health bar in the top right corner. As you lose energy, the hungry croc closes in on Harry Jr.



You'll get a true feel for the GBA's processing power as Harry rockets down ziplines with nary a slowdown in sight. Other creative methods of locomotion include leaping up waterfalls and springing from mammoth spider webs.

FOR GAME BOY ADVANCE

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EVERYTHING ABOUT THIS
GAME IS IMPRESSIVE!
- NINTENDO POWER



JOURNEY THROUGH 9 AMAZING 3-D WORLDS-OVERCOME OBSTACLES, MEET CHARACTERS AND COLLECT SPECIAL ITEMS.



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AWESOME BEE ABILITIES-WALK, CLIMB, FLY, AND TAKE ON ENEMIES AS YOU GUIDE PINOBEE ON HIS QUEST.



GAME BOY ADVANCE

ARTOON

HUDSON

ACTIVISION

FIRE PRO WRESTLING



TAKE ON A WORLD OF WRESTLERS FOR A FEATURE-FILLED FIGHTING EXPERIENCE

GENRE: FIGHTING

PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: JUNE 2001

PUBLISHER: BAM! ENTERTAINMENT

WEBSITE: WWW.BAM4FUN.COM



Mild
Violence

With more than 150 wrestlers to choose from, a multitude of match types and rule settings, and multiplayer action for up to four fighting fans at once, Fire Pro Wrestling is a full-service battle bonanza. While the game doesn't have the "as seen on TV" atmosphere of wrestling league-licensed games, it makes up for the lack of recognizable wrestlers with its sheer volume of features.

In addition to going head-to-head with other fighters in exhibition play, you can enter a single-elimination tournament or form a league with as many as 64 wrestlers, where every wrestler fights with every other wrestler in a quest for the championship. In selecting wrestlers, you can choose from a pool of available combatants or create your own fighters using a multifaceted Edit Mode.

The action is shown from a 3/4 perspective with the camera fixed on the entire ring and the surrounding area. Control is intuitive and responsive, allowing for popular wrestling moves, such as corner post attacks and running rebounds off the ropes. You can toss your opponents out of the ring and perform a variety of six critical moves.

Specialty battles include a survival match, where you take on a never-ending parade of challengers, and an audience match that tests your skills in different fighting styles. Step into the ring and show the rest of the Fire Pro Wrestling world that you stand alone as the supreme fighter.



Fire Pro Wrestling presents a world of more than 150 wrestlers and several types of battles. Up to four players can play with a GBA and Game Pak for each player and enough GBA Game Link Cables to connect them.



The Death Match takes place in an electrified cage, rigged with timed explosives. Other battles include the "gruesome" match, which takes place in an eight-sided ring without ropes, and the four-wrestlers-at-once Battle Royale.

TOP GEAR GT CHAMPIONSHIP



TOUR JAPAN'S TOP TRACKS IN THE LATEST INSTALLMENT OF KEMCO'S HIT SIM SERIES

GENRE: RACING

PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: JUNE 2001

PUBLISHER: KEMCO

WEBSITE: WWW.KEMCO-GAMES.COM



Top Gear roars onto Game Boy Advance with a fast and fun plug-in-and-play racing sim. Featuring both Time Attack and Championship Modes, Top Gear GT Championship includes six racecourses from the All Japan Grand Touring Car Circuit and 22 authentic cars.

The action is shown from a traditional low-to-the-track view. While track visibility is limited, warning signs appear in advance of sharp turns and a map near the top of the screen gives you a view of the entire course.

You can customize your car in six categories: Gear Ratio, Steering, Brakes, Tires, Aerodynamics and Weight. The Gear Ratio category balances top speed and acceleration. Aerodynamics compromise high speed for stability, or vice versa. Weight is used as a handicap in multiplayer games.

The course edit feature allows you to create your own racecourse in a matter of seconds—give it a test spin and save it to your Game Pak. As you advance through the championship series, you will earn new track pieces for the course editor, which will allow you to make more complex racecourses.

The multiplayer feature lets up to four players race at once. Each player needs his or her own GBA system and Top Gear GT Championship Game Pak; the systems need to be connected with GBA Game Link Cables.



Top Gear GT Championship features six real-life Japanese racecourses, including the Suzuka F-1 course. Select from 22 cars and make a bid for the championship.



Make your own courses with the course editor. When you're done laying down the features of your custom track, you can instantly view the course in Test Mode then save it to your Pak.

GAME BOY ADVANCE

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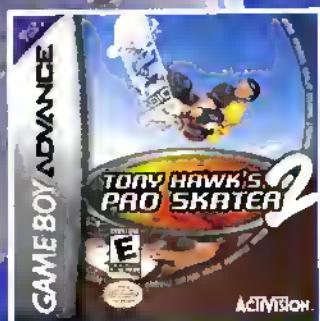
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Game Boy Advance is expected
to arrive in-store on June 13.



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ARMY MEN ADVANCE



PLASTIC PARTISANS COME OUT SHOOTING IN 3DO'S LATEST ARMY MEN ADVENTURE

GENRE: ACTION

PLAYERS: 1

RELEASE: JUNE 2001

PUBLISHER: 3DO

WEBSITE: WWW.3DO.COM



Mild
Violence

Game Boy Advance goes to war in a single-player, top-down action title that features 3DO's fantastic plastic warriors and an arsenal of weapons to turn terrifying foes into tan puddles.

Many Army Men titles have reported for duty since the original PC strategy game, but none of them looked anything like the new GBA shooter from developer DC Studios. The toy soldier look of previous games has been dropped in favor of a more cartoonish approach. The simplified, large-headed characters convey movement and direction well on the GBA's screen, and the 17 large level environments are clear and easily navigated.

Choose to play as either Sarge or war reporter Vikki Grimm, then embark on a series of missions to uncover General Plastro's plans for world domination. Mission objectives range from finding a key to destroying the Tan Army's motor pool. In any given mission, you'll face scores of trigger-happy Tan soldiers, robots, insects or aliens. You'll also need to solve several simple door puzzles.

You'll have access to two weapons at a time using the A and B Buttons, and you can fire—and run—in eight directions using the Control Pad. Weapons include the semiautomatic M16 rifle, fully automatic M60 and the tank-busting Bazooka. Each shot resonates with realistic gunshot, ricochet and explosion sound effects.



You'll start out with your trusty M16, but it won't take long before you'll break out the grenades and flamethrowers. The levels offer a variety of challenging shootout scenarios.



At various points in each mission, you'll need to figure out how to open doors and gates. The solution usually involves hitting the right switch, finding a key or simple demolition.

CHUCHU ROCKET



ESCAPE A SPACE PORT WITH ALL OF YOUR CHUCHUS IN A FAST-PACED PUZZLER

GENRE: ACTION/PUZZLE

PLAYERS: 1 TO 4

GAME LINK: SINGLE-PAK

RELEASE: JUNE 2001

PUBLISHER: SEGA

WEBSITE: SEGA.COM



Get ready for frenzied puzzle action, tons of features and four-player linked competition with a single Game Pak. Sega Dreamcast puzzler ChuChu Rocket has arrived on Game Boy Advance, and it is a rocket full of fun.

A band of KapuKapu space cats has descended upon a space port full of ChuChu space mice. Your goal is to lead the ChuChus to their escape rockets before the KapuKapus can devour them. Scenarios result in different situations and goals.

You can guide ChuChus to their escape by placing directional Arrow Panels on the playing surface. When the ChuChus hit panels, they head off in the arrow-indicated direction. The catch is that you can place only three panels at a time and the KapuKapus can destroy the panels that you place.

The single-player game includes hundreds of puzzle situations. In addition to playing preset puzzles, you can create and play your own scenarios and share them with your friends. You can also use a drawing tool to make your own characters to replace the ChuChus and KapuKapus.

The multiplayer game uses as many GBAs as there are players, and enough Game Link Cables to hook them up, but only one Game Pak is required. You can play in a four-player free-for-all or a two-on-two team battle.



Guide ChuChus to the space port's escape rockets before the KapuKapus can catch up to them or enter the rockets themselves. If you save a ChuChu that carries a question mark or the number 50, you'll earn a bonus.



The game includes hundreds of puzzle situations. You can also create your own stages and draw your own characters with a built-in drawing tool.

PITFALL

THE MAYAN ADVENTURE®

ONLY FOR
ADULTS

GAME BOY ADVANCE

PITFALL

THE MAYAN ADVENTURE®



EVERYONE

MILD VIOLENCE



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KONAMI KRAZY RACERS



KONAMI JOINS THE CHARACTER-DRIVEN CART RACING CRAZE WITH KRAZY RACERS

GENRE: RACING

PLAYERS: 1 TO 2

GAME LINK: MULTIPLE-PAK

RELEASE: JUNE 2001

PUBLISHER: KONAMI

WEBSITE: WWW.KONAMI.COM



With a history that includes popular series such as Metal Gear and Castlevania, and a collection of well-known characters, it was only a matter of time before Konami entered the go-kart racing genre. Konami Krazy Racers is a lighthearted Mario Kart-style 3-D racer that features eight characters, 16 tracks and several ways to play.

The game starts with an e-mail invite from Konami Man to Ninja (Metal Gear), Dracula (Castlevania), Goemon (Legend of the Mystical Ninja) and five others to take part in a go-kart Grand Prix. Go-kart attributes vary in three categories: top speed, acceleration and grip. After you select your cart and take it to the top of the standings in the Krazy Cup, you can enter a driving test and unlock more series, all the way up to the championship.

In addition to the Grand Prix, the game includes Time Attack Mode, Free Run Mode, two minibattles and two-player action. Two GBAs, two Game Paks and one GBA Game Link Cable are required for linked play.

As you race, you can pick up or purchase several useful items, including two missiles, the Eye Wrap for temporary invisibility, the Barrier for protection from enemy attacks, and a Pig pickup that turns opposing racers into swine.

A new version of the original go-kart racer, Mario Kart, is due out for Game Boy Advance later this year.



Join a field of popular Konami characters, such as Moai from Gradius and Pastel from Twinbee, in Konami Krazy Racers. The Grand Prix includes tour Cups, each with four three-lap races. If you lead in the standings after four races, you'll advance.



The two minibattles are Chicken, a challenge to reach the edge of the track without going over, and Bomb Chaser, an explosive game of tag. Minibattles are included in both the game's single-player and two-player options.

IRIDION 3D



MAJESCO'S SPACE-BASED OFFERING IS A SHOOTER'S DELIGHT

GENRE: SHOOTER

PLAYERS: 1

RELEASE: JUNE 2001

PUBLISHER: MAJESCO SALES INC.

WEBSITE: WWW.MAJESCOALES.COM



Mild Violence

Ever since StarFox 64 revolutionized the airborne shooter, gamers everywhere have been clamoring for more. And with seven massive levels and some of the toughest boss battles on any system, Iridion 3D is sure to please.

You are the top gun pilot of an SHN-Fighter. Originally a mining craft, the fighter was modified for battle when an alien race known only as the Iridion invaded Earth. As the last hope for humanity, you must dive through tunnels, soar over the Pacific Ocean, dogfight in outer space and, finally, invade the Iridion homeworld if Earth is to survive.

Your fighter remains front and center throughout all of the action, while enemy fighters and their projectile weapons approach you head-on. The only way to survive is to scrounge for more powerful weapons as you fly. Your ship has different types of weapons, and collecting power-ups allows you to shoot more quickly and fire more powerful types of ammunition.

You begin the game with five lives, and you'll need them all as you battle giant worms, hulking reactor cores and more. Once you beat a level, you are given a short password. When your game is over, entering the password will start you from the beginning of the level. Combining stunning graphics, a serious challenge and speed, speed, speed, Iridion 3D is one game that's worth a look.



There are four different types of weapons available for your craft, and each of the four can be powered-up. While the new guns are exciting, the blazing speed of your craft is your most powerful advantage.



Iridion 3D contains some of the most gorgeous backgrounds you'll see on the GBA. A screen shot can't do it justice; you'll be amazed at the number of items that appear on-screen without a hint of slowdown or a drop in frame rate.

WIMPS, WUSSES AND CRYBABIES NEED NOT APPLY



Over 50 devastating super throws to crush the opposition!



Over a dozen world class teams! Are you good enough to unlock them all?



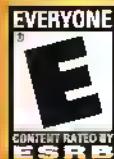
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Customize your own team by defining the attributes of your players!

Super dodgeball advance

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GAME BOY ADVANCE

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ADVANCE PEEKS

WHAT'S COMING UP FOR GAME BOY ADVANCE

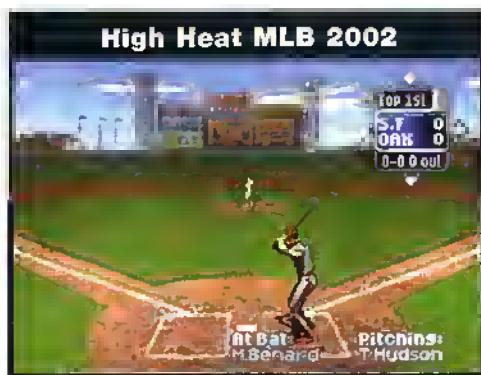
Finally, take a quick look at some of the games coming up for Game Boy Advance. The list includes games from practically every category and a few from Japan. You'll find sports, action, RPG, strategy games and even a first-person shooter—further proof that GBA can do practically anything. And this gallery is just a small sample of the dozens of games headed your way. Nintendo Power Advance will include the biggest and best of the games with detailed game play coverage close to their release dates. Keep an eye out for the next issue. This is what we call Life Advanced.



Dark Arena



Advance Wars



High Heat MLB 2002



Fortress



Wario Land for GBA



Star Wars: Jedi Power Battles



Tactics Ogre Gaiden



Diddy Kong Pilot

UPCOMING GAME BOY ADVANCE TITLES

ADVANCE WARS
AERIAL ACES
BANJO-KAZOOIE: GRUNTY'S REVENGE
BIONICLE: TALES OF TOHUNGA
BREATH OF FIRE
CAESARS PALACE
CHUCHU ROCKET
DARK ARENA
DEXTER'S LABORATORY
DIDDY KONG PILOT
OK COCONUT CRACKERS
DOOM
DRIVEN
ECKS VS. SEVER
EUROSOCER
F-1B
FIEVEL: AN AMERICAN TAIL
FINAL FIGHT 1
THE FLINTSTONES
FORTRESS
GOLOEN SUN
GT ADVANCE CHAMPIONSHIP RACING
HIGH HEAT MLB 2002
JIMMY NEUTRON
KAO THE KANGAROO 2
LADY SIA
LAND BEFORE TIME
LEGO ISLAND II: THE BRICKSTER'S REVENGE
LEGO RACERS II
M&Ms: LOST IN TIME
MARIO KART ADVANCE
MAT HOFFMAN'S PRO BMX
MEGA MAN BATTLE NETWORK
MEN IN BLACK
METROID IV
MLB SLUGGERS
NAMCO MUSEUM
NFL BLITZ 2002
NHL HITZ
PAINTBALL
PLANET MONSTERS
POWERPUFF GIRLS
PREHISTORIK MAN
READY 2 RUMBLE BOXING: ROUND 2
ROCKET POWER
RUGRATS
SABREWULF
SCOOBY-DOO AND THE CYBER CHASE
SHAUN PALMER'S PRO SNOWBOARDER
SILENT HILL
SPIDER-MAN: MYSTERIO'S MENACE
SPONGEBOB SQUAREPANTS
SPORTS ILLUSTRATED 4K BASEBALL
SPORTS ILLUSTRATED 4K FOOTBALL
STAR WARS: JEDI POWER BATTLES
SUPER DODGE BALL ADVANCE
SUPER MARIO BROS. 3
SUPER MARIO WORLD
SUPER STREET FIGHTER II TURBO REVIVAL
TACTICS OGRE GAIKEN
TETRIS WORLDS
TINY TOONS (2 titles)
TWEETY AND THE MAGIC GEM
WARIO LAND FOR GBA
WORLD WRESTLING FEDERATION
X-MEN: REIGN OF APOCALYPSE
YOSHI'S ISLAND
YOSHI'S STORY

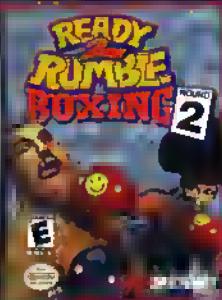


11
CLASSIC BOXERS!

4
GAME MODES!

ONE
MAIN EVENT!

GAME BOY ADVANCE



Available
June
2001

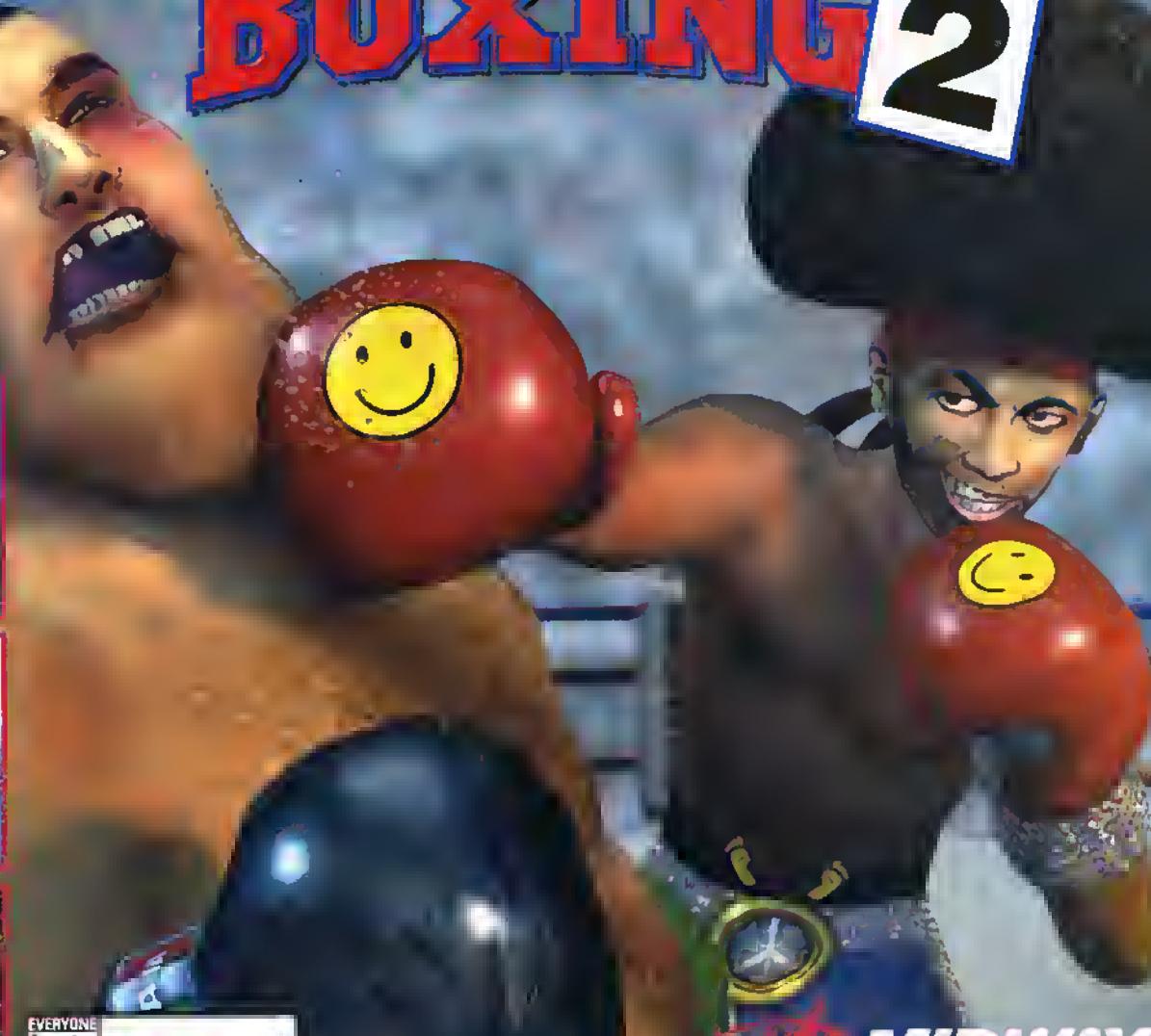


IT'S RUMBLE TIME
NOW ON

GAME BOY ADVANCE

READY 2 RUMBLE BOXING

ROUND 2



EVERYONE
E
CONTENT RATED BY
ESRB

Violence

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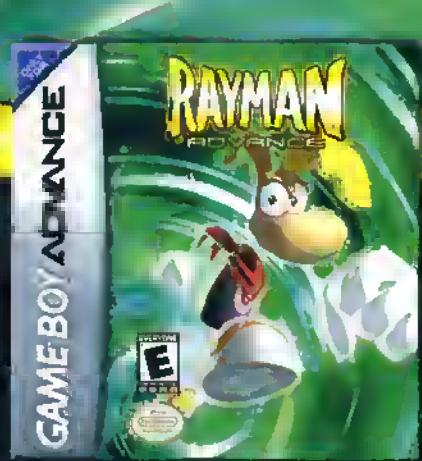
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